Nice Pitching!

Ookiku FurikaButte
Manga and Doujinshi Scanlation Team

http://communityliveJournal.com/nice_pitching/

おおきく振りかぶって

ひぐちアサ

HIGUCHI ASA

アフタヌーンKC

アフタヌーン
KC570

おおきく振りかぶって 12

ひぐちアサ

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After falling three points behind early on, the battery finally...

DISCOVERS HOW THEY CAN COUNTER ATTACK!

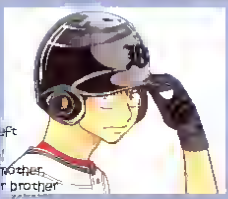
IN THE FIFTH ROUND THE OPPONENT IS BIJO DAI SAYAMA HIGH SCHOOL!

Student coach Taki Tomoya has teamed up with Coach Nakazawa Reika to perform extensive research on Nishiura

CHARACTER PROFILE
【キャラクター・プロフィール】

① Name ② Birthday ③ Blood Type ④ Height and Weight
⑤ Position ⑥ Dominant hand ⑦ Year/Class ⑧ Family

ATSUSHI YANO



① Yano Atsushi

② July 3rd
③ O
④ 177cm 69Kg
⑤ Second Base
⑥ Throws right bats left
⑦ 3rd year Class 1
⑧ Grandfather grandmother father mother younger brother

NAOMASA MIYATA

① Miyata Naomasa

② May 13th
③ O
④ 170cm 65Kg
⑤ Catcher outfielder
⑥ Throws right bats right
⑦ 3rd year Class 2
⑧ Father mother older brother

KOU KAWASHIMA

① Kawashima Kou

② June 9th
③ A
④ 175cm 67kg
⑤ Shortstop
⑥ Throws right, bats left
⑦ 3rd year Class 3
⑧ Father mother older sister

Cover Design ARTEN

CHARACTER PROFILE
[キャラクター・プロフィール]

① Name ② Birthday ③ Blood Type ④ Height and Weight
⑤ Position ⑥ Dominant Hand ⑦ Year, Class ⑧ Family

TAKESHI KURATA

① Kurata Takeshi

② October 9th
③ O
④ 176cm, 72kg
⑤ Catcher outfielder
⑥ Throws right, bats right
⑦ 3rd year, class 2
⑧ Grandmother, father, mother, younger brother

MAKOTO WADA

① Wada Makoto

② August 12th
③ B
④ 179cm 81kg
⑤ Outfielder
⑥ Throws right bats left
⑦ 3rd year, class 2
⑧ Grandfather, father, mother older sister younger sister

Ookiku Furikabutte - VOL. 12

Higuchi Asa

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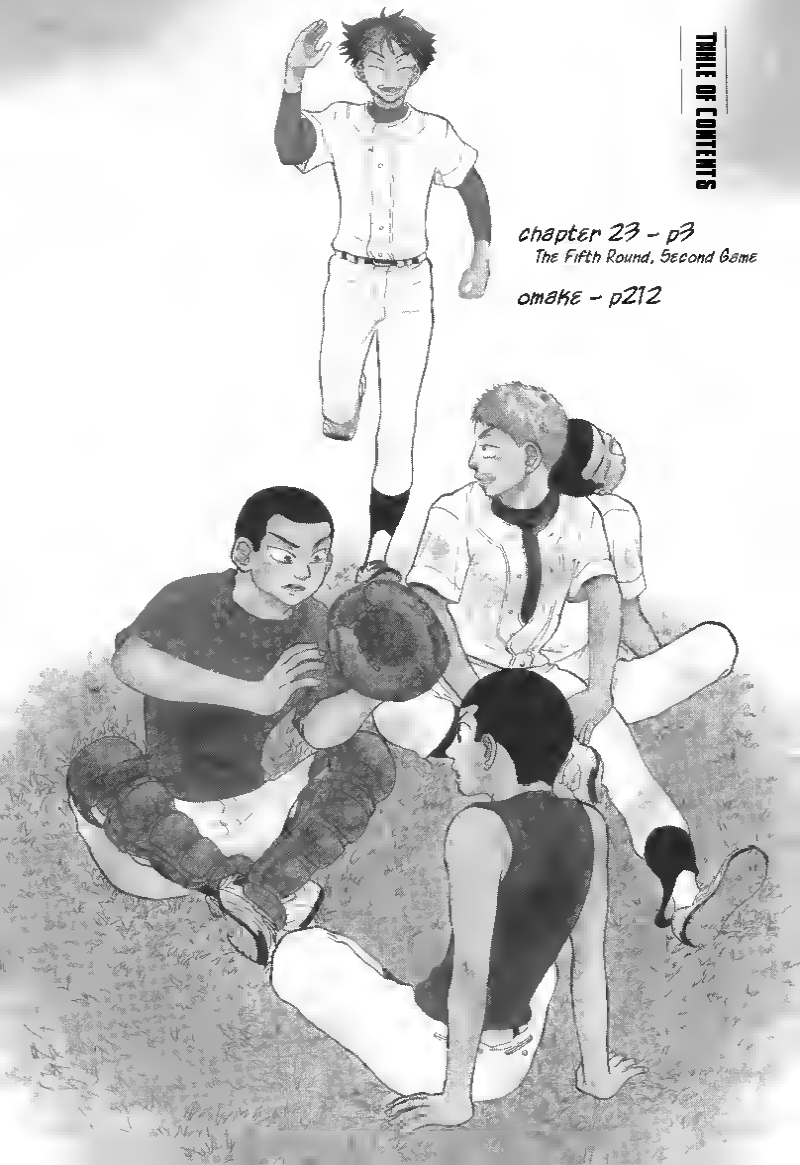
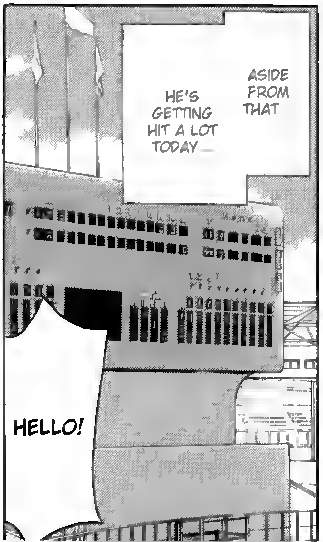


IZUMI-SAN, LOOK!
KOUSUKE'S ON TV!
OH?
HE REALLY IS!
THIS IS A TV?!
HOW EMBARR-ASSING!
WHAT'S WRONG?
HE LOOKS GOOD, DOESN'T HE?
OH, NOT AT ALL
BUT YOU'RE RECORDING IT, RIGHT?
I ASKED MY OLDEST SON TO DO IT.
IT'S PRETTY DIFFICULT TO GET THIS FAR, AFTER ALL
YEAH!
MY OLDEST SON PLAYED FOR THREE YEARS AND HE NEVER HAD A GAME HERE

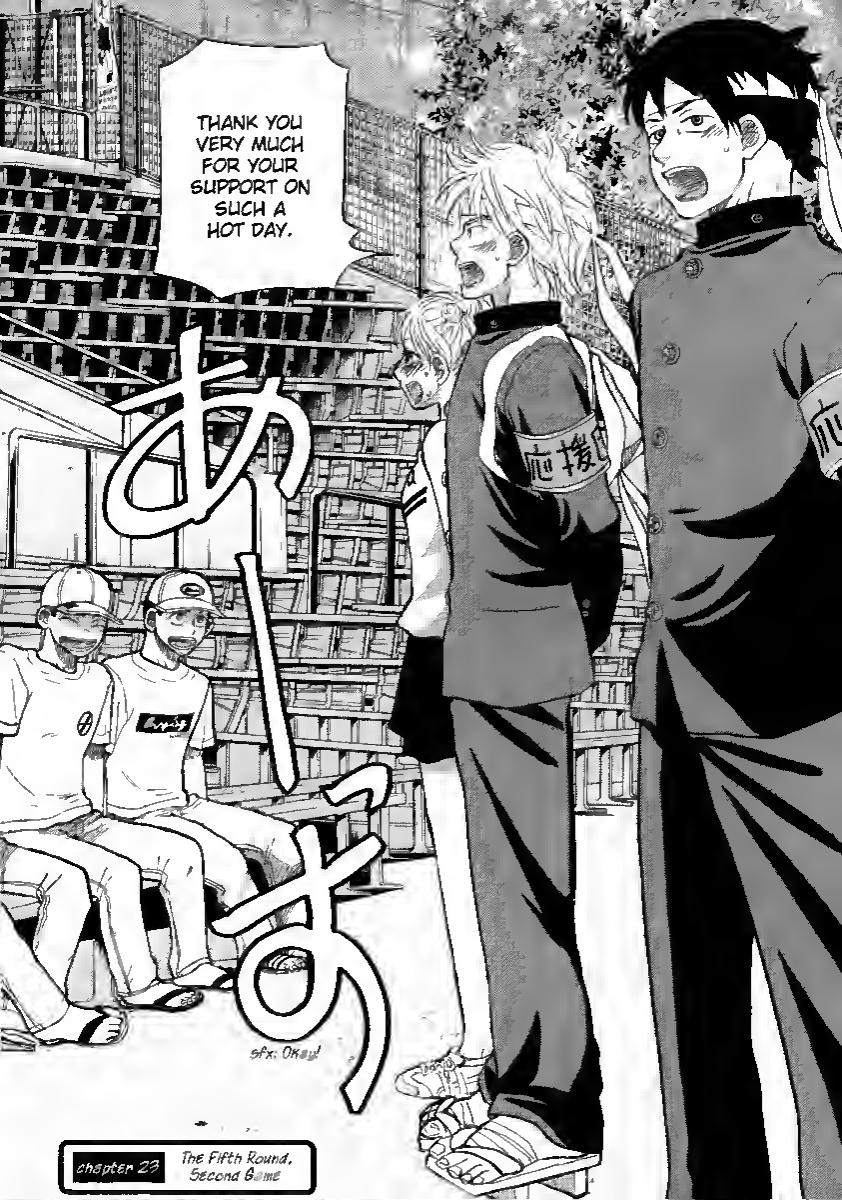
GOOD! THE PITCHER HAS THE MOST SCREEN TIME.
REALLY?

Mine are watching at home
I'm sending this to my folks
MIHASHI-SAN, DID YOU SET THE TIMER ON YOUR DVD-R?
I GOT MY HUSBAND TO DO IT

Everyone focuses on his every move.
EH?
Of course! They do a close-up for every pitch.
WHAT?


ASIDE FROM THAT
HE'S GETTING HIT A LOT TODAY...
HELLO!

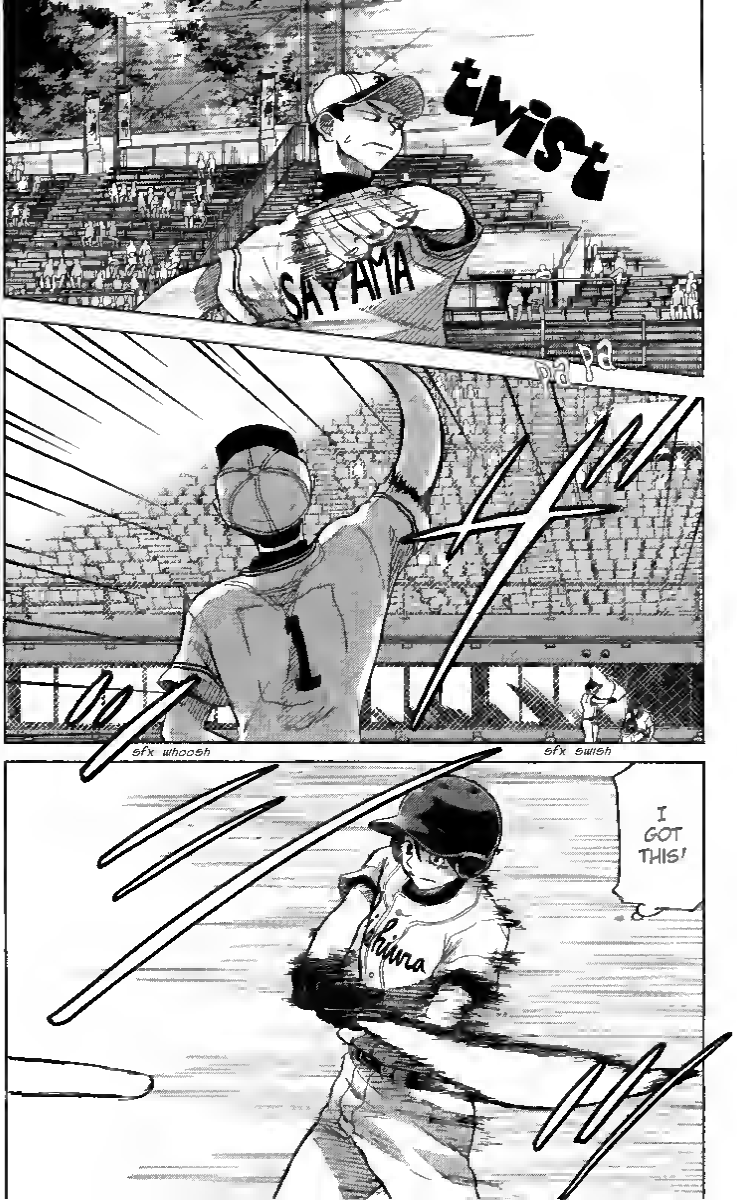
IT'S A BIT EMBARRASSING
WHAT IF HE GETS A BLOODY NOSE AGAIN?
BLOODY NOSE?
WHAT?


THANK YOU VERY MUCH FOR YOUR SUPPORT ON SUCH A HOT DAY.
あー
sfx: Okay!
chapter 23
The Fifth Round, Second Game

THE SCORE IS NOW 3 TO 0.
BUT!
WE HAVEN'T HAD A CHANCE TO BAT YET, SO THERE'S NOTHING TO BE CONCERNED ABOUT!
WINNING OR LOSING WILL BE DECIDED FROM HERE ON OUT! WE'RE COUNTING ON YOU!
YEAH!
NISHIURA WILL BE FINE ONCE THEY GET A CHANCE TO BAT!
WE'RE COUNTING ON YOU!!

TODAY'S OPPONENT IS AN ALL BOYS' SCHOOL!
WE CAN BEAT THEM JUST BECAUSE WE HAVE GIRLS' SUPPORT!
SO GIRLS, PLEASE CHEER LOUDLY!
AT FIRST I WAS HAPPY JUST BECAUSE REN HAD THE ACE'S NUMBER
BUT NOW I'M TOO AFRAID TO WATCH...
Izumi-kun, you can do it!
AT LEAST I'LL CHEER WITH ALL I'VE GOT...
He means young girls!
Young girls!

GRIP
I CAN'T GET PANICKED WHEN WE'RE THREE POINTS BEHIND
I'LL WATCH THE PATH UNTIL I GET TWO STRIKES,
BUT IF THERE'S A GOOD ONE, I'LL HIT IT
THE SOONER THIS GUY IS OFF THE MOUND
THE HIGHER OUR CHANCE OF WINNING...
OF THE THREE PITCHERS, TAKENOUCHI IS THE ACE
Pa Pa Pa ta
Pa Pa Pa ta
IF HE PITCHES THE WHOLE TIME, HE COULD SET THE PACE FOR THE GAME.
Pa Pa Pa ta
SAYAMA

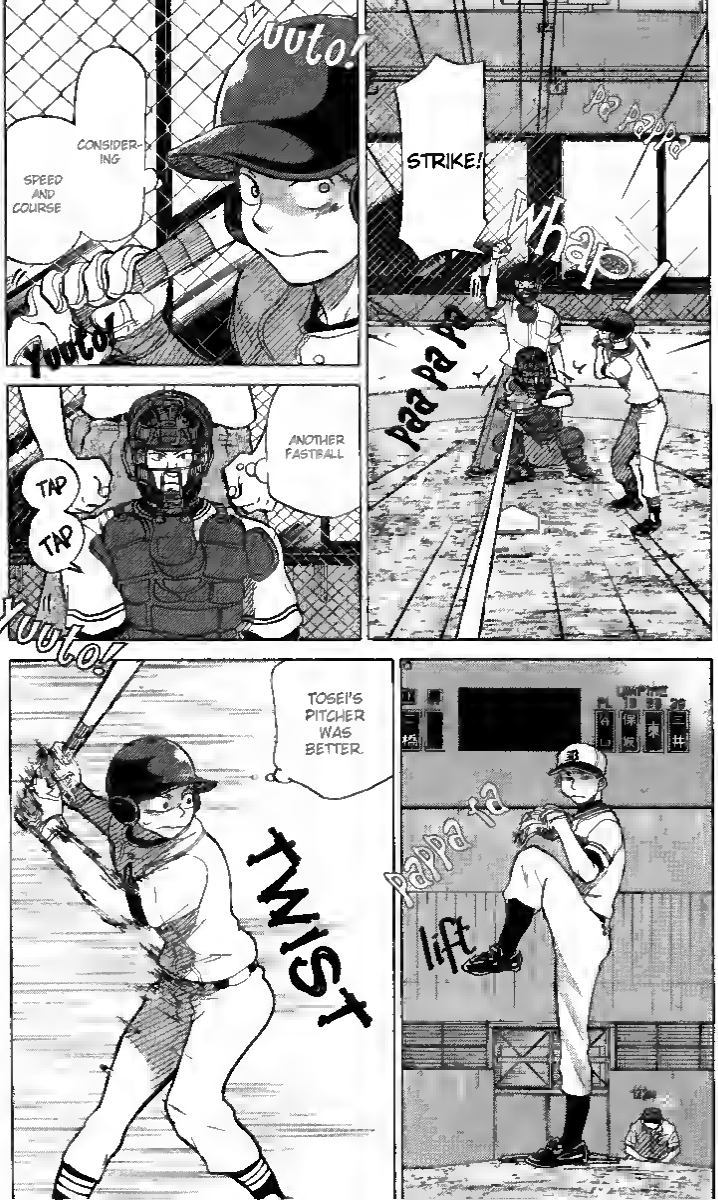

twist
SAYAMA
Da Da
FM
sfx whoosh
sfx swish
I GOT THIS!

おお
おお
Yup
sfx: cheering
Whap
SAYAMA
sfx clang
CLAP CLAP CLAP
SHIT
IT WENT TO CENTER
Nice one, center!
Step

ONE OUT!
WHEN HE'S BATTING LEFT,
IZUMI PULLS IT NEAR CENTER, TO THE LEFT.
One out
CHEER
HIS GROUNDERS CAN MAKE IT PAST THE INFIELDERS, BUT HIS FLIES DON'T HAVE ENOUGH POWER TO MAKE IT PAST THE OUTFIELDERS.

NEXT
THE UNKNOWN NUMBER 2
BATTING SECOND SECOND BASE SAKAEGUCHI-KUN
Yuuto!
WE'LL KEEP A TIGHT INFIELD AND IF WE'RE LUCKY THE BALL WILL DROP RIGHT IN FRONT OF THEM.
NICE ONE, CENTER!
YAMA
Pa pa ta Paa pa ta
THEN, IF PITCHES ARE HIGH, THEY SHOULDN'T GET A HIT.
THIS TIME, EVERYONE CAME FORWARD AND THE BALL LANDED JUST RIGHT!
Yuuto!
HELLO!
THIS GUY'S ONLY DONE SACRIFICE HITS, SO THERE'S ALMOST NO DATA
Yuuto!

pappa ta
paa taa taa
LET'S PUT PRESSURE ON HIM
TAP TAP
THE FIRST PITCH WAS GOOD, SO I WENT FOR IT!
TOTALLY FINE!
HEY!
Pa paa pa
SCRAPE
YEAH!
THAT'S GREAT!
HOW WERE THE NERVES?
BUT EVEN IF I RELAX, I CAN'T HIT WITH MORE POWER THAN I HAVE
I'VE GOT TO HIT GROUNDERS!


Yuuto!
CONSIDERING SPEED AND COURSE
Yuuto!
STRIKE!
pa pappa
Whap!
paa pa pa
ANOTHER FASTBALL
TAP
TAP
Yuuto!
Yuuto!
TOSEI'S PITCHER WAS BETTER
TWIST
pappa
lift

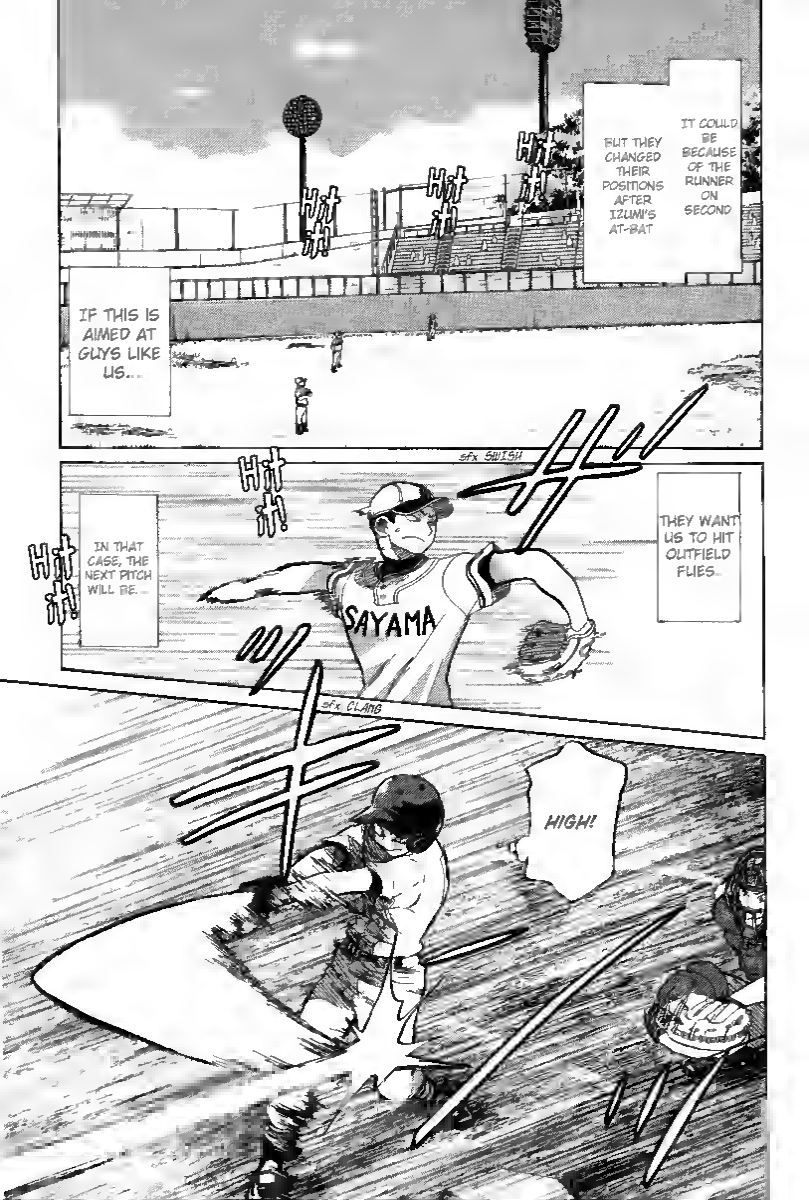
GO!
sfx clang
YEAH! THIS IS IT!
Paa paa paa
Paa ta
papa taa
sfx cheering
oh oh oh
dash
oh oh

IT'S STILL THE FIRST INNING
pat
INSTEAD OF ACCUMULATING RUNNERS ON BASE, LET'S GET THE POINTS BACK ONE AT A TIME.
BATTING THIRD SHORTSTOP SUYAMA-KUN
IT WENT A LITTLE TOO CLOSE TO THE MIDDLE HUH?
WELL IT'S OKAY
WE'LL MAKE IT UP WITH THIS NEXT GUY
BUNT
glance
HIT
HIT
twist
pa-pa-pa-pa
suyama!
IN THE GAME AGAINST TOSEI, THE CLEANUP DIDN'T BAT THE RUN IN FROM SECOND BASE UNTIL THE NINTH INNING.
THE NUMBER 4 AND 5 HITTERS HAVE NEVER HAD CONSECUTIVE HITS, SO LET HIM BUNT.
HOW PREDICTABLE
pat

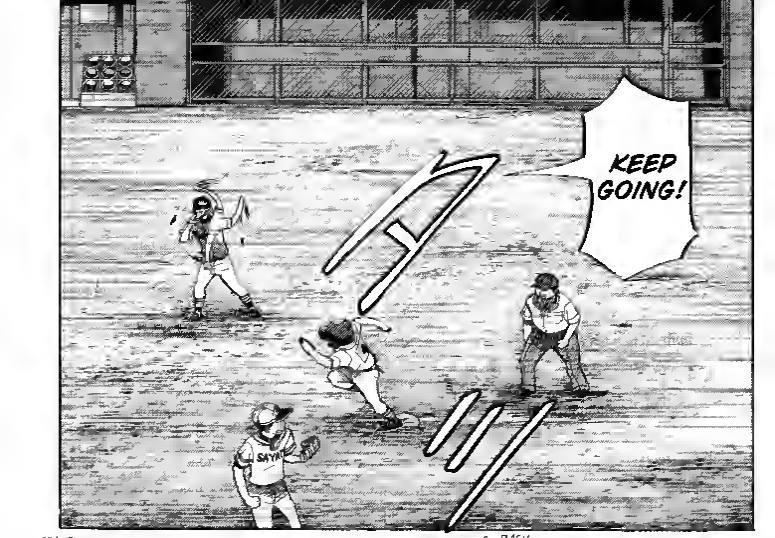
clunk
GO...
1
whap
OUT!
SAYAMA
swing
CLAP
CLAP
CLAP
CLAP
TWO OUTS, MAN ON SECOND
4

JUST ONE RUN TO START!! WE'RE COUNTING ON YOU!
BRING THE RUNNER HOME!
pat
pat
pat
BATTING FOURTH, THIRD BASEMAN TAJIMA-KUN
DON'T BE TOO IMPATIENT AND GET TRICKED BY A CHANGE UP, OKAY?
UNIFORM NUMBER 5
GRIP

TO START, WE'LL GO WITH THE SAME STRATEGY THAT WE USED FOR THE FIRST BATTER
TAP
TAP
THE OUTFIELDERS CAME IN
tense
SEEMS LIKE THIS KID'S A PRETTY GOOD PLAYER,
BUT HIS SHOTS PROBABLY CARRY THE SAME DISTANCE AS THE LEAD-OFF
READY!
Hit it!
Hit it!
Hit it!!


IT COULD BE BECAUSE OF THE RUNNER ON SECOND
BUT THEY CHANGED THEIR POSITIONS AFTER IZUMI'S AT-BAT
IF THIS IS AIMED AT GUYS LIKE US...
Hit
Hit
Hit
Hit
Hit
Hit
SFX: SWISH
THEY WANT US TO HIT OUTFIELD FLIES...
IN THAT CASE, THE NEXT PITCH WILL BE...
SAYAMA
SFX: CLANG
HIGH!

!!
HE FOLDED HIS ARMS IN, GOT BEHIND IT, AND MADE CLEAN CONTACT WITH THAT HIGH BALL!
THUD
HE MADE IT DROP!
HE'S REALLY GOOD!
SFX: SHOCK
WOW!
THE RUNNER'S GOING!
SAKAE-GUCHI!
BALL'S IN RIGHT FIELD!



SFX: SLAMP

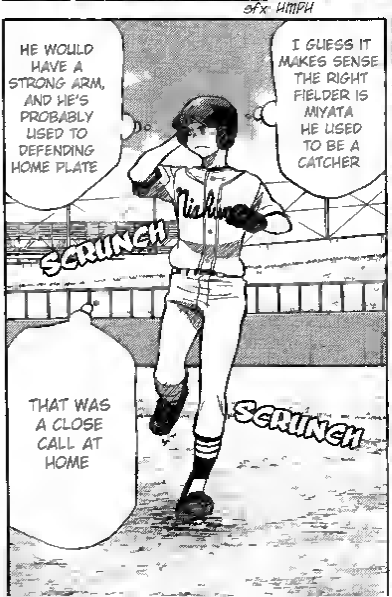
SFX: DASH

sfx FLING
sfx STARTLE
sfx TWIST
WHOA!
NO CUT OFF!
AMA
sfx ZOOM

sfx: WHAP
sfx: SLIDE
sfx: SHICK
OUT!

THEY EVEN HAVE A CHEERLEADING TEAM
A CO-ED SCHOOL
WAH!
clap clap
NO WAY WE'LL LOSE TO THEM!
He's pumped up
clap clap clap clap
SAYAMA
YES!
?!

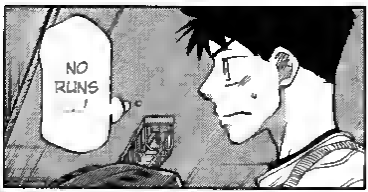
sfx: UMPH


HE WOULD HAVE A STRONG ARM, AND HE'S PROBABLY USED TO DEFENDING HOME PLATE
I GUESS IT MAKES SENSE THE RIGHT FIELDER IS MIYATA HE USED TO BE A CATCHER
SCRUNCH
SCRUNCH
THAT WAS A CLOSE CALL AT HOME

WHOA
A RIGHT FIELDER WITH SUCH A THROWING ARM

SCRUNCH
AREN'T WE SORT OF IN A BAD SITUATION?
THEY SCORED THREE RUNS AND WE CAN'T EVEN GET ONE BACK
SCRUNCH

ALLOWING THEM TO PILE ON RUNNERS WILL MAKE IT A BIG INNING FOR THEM!
THEIR THIRD, FOURTH AND FIFTH HITTERS ARE CAPABLE OF LONG HITS
YES!


NO RUNS...!

!
LET'S TRY TO END THE INNING WITH THE BOTTOM OF THEIR LINEUP!

ABE-KUN!
AND TEST OUT CURVEBALLS BEFORE IT'S THE TOP OF THE LINEUP...
GOT TO OBSERVE HOW THE BOTTOM LINEUP REACTS TO BREAKING BALLS,
IS THERE NO OTHER WAY THAN TO RELY ON THE "FASTBALL"?

...
WANT ME TO HANDLE THE SIGNS?
YES!
1 2 3 4
PLEASE ALLOW ME TO DO IT!
IS ABE-KUN'S HAND STILL COLD?
SOME-THING SEEMS STRANGE
...
NEITHER AM I
IS NO GOOD
IF ABE

RIGHT NOW, LET'S HOLD THEM BACK, OKAY!
WE'LL SCORE THOSE RUNS NEXT INNING
Nishiwa
SFX: Jump
ISN'T GOING TO HELP AT ALL
RIGHT
THAT PESSIMISTIC ATTITUDE
HAVING
...
LOOKS LIKE YOU REALLY ARE TICKLISH.
SFX: SQUIRM
I'VE GOT TO HOLD THEM HERE
WE'LL GET THE RUNS... NEXT INNING

I'M FINE TOO.
SO.
ABE-KUN IS DEFINI-TELY
OKAY

BUT OUTFIELDERS CAN'T DO WITHOUT THE SHOULDER STRENGTH TO MAKE THOSE THROWS BACK HOME, EH?
CATCHERS CAN SUCCEED WITH GOOD MOTION AND CONTROL,

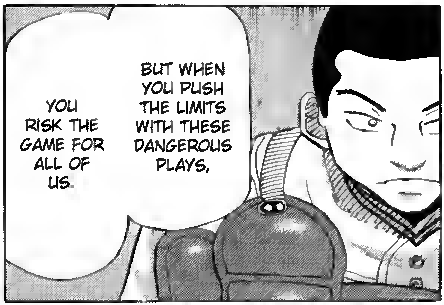
NICE THROW HOME!
OW!
whack
THAT SURE WAS SOME-THING!

YOU'VE FINALLY AWAKENED TO THE ROLE OF AN OUT-FIELDER, EH!
whack
AREN'T YOU A SHOW-OFF!

BECAUSE IT WAS MIYATA, I GAVE THE SIGNAL FOR THAT THROW TO HOME.
You playing outfield forever?
Haha ha!
Outfield! Outfield!
LOOK FOR-WARD!
NO!
HE SURE HAS SOME ARM.
TA-KE-SHI.
A CATCHER CAN'T LACK SELF CONFIDENCE!
RATTLE
NO WAY MINE COULD COMPARE
RATTLE
YEAH?
You surprised me!
IF YOU KEEP CALLING RISKY PLAYS,
COACH MIGHT ASK YOU TO STEP DOWN, Y'KNOW.

YOU MIGHT WANT TO WIN MORE THAN ANYONE ELSE...

REMEMBER WHAT HE SAID DURING THE THIRD MATCH.
...AH.


BUT WHEN YOU PUSH THE LIMITS WITH THESE DANGEROUS PLAYS,
YOU RISK THE GAME FOR ALL OF US.

AND YOURSELF TOO
RIGHT?

...
GOT IT.
SAYAMA
CLERICH
RATTLE

READY!
BATTING SEVENTH, FIRST BASEMAN, MATSU -SHITA -KUN
pa pa ra
pa pa ra
CHIN UP. LET'S WIN!
MATSUSHITA HAS THE TENDENCY TO SWING AT OUTSIDE PITCHES
Make an opening!
pa pa
HE'S GOT THE REACH, BUT DOESN'T QUITE HAVE THE POWER
pa pa ra
SEEMS LIKE THEY'RE USING "FASTBALLS" AS WELL, BUT THAT'LL JUST BE TO OUR ADVANTAGE
pa pa pa pa ra
I'D LIKE TO SEND IN A SLIDER FIRST, THEN TRY A CURVEBALL, BUT...

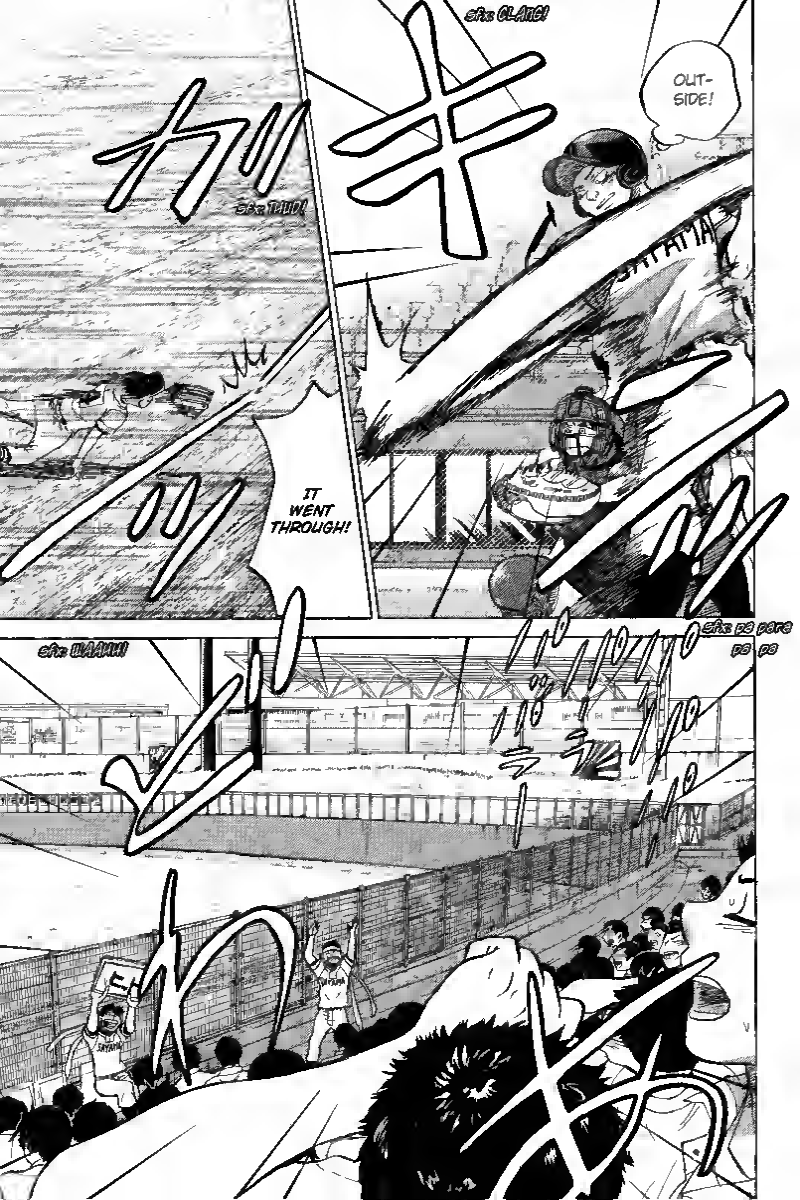
AND THAT'S THE STRATEGY
KEEP IT UP AND LAY OFF ON YOUR FAVOURED PITCHES
pa pa ra
HE DIDN'T SWING
pa pa pa pa ra
ALL RIGHT, LET'S TRY THE CURVE-BALL
lift
SLIDER
pa pa ra
STRIKE!
TWHAP

WHOOSH
CURVE-BALL
GET IT!
NOD
Thrrow
INSIDE!
AND A ...
SWING

GOT IT!
CURVE-BALL!
SET
WAP
SWING
Nishiura
WHAP
OUT!

T/N—Note Play on "Kuroda" "Kura no naka" is literally "inside the attic". So the inside corner placement

ABE-KUN'S SIGN IS...
SIGN
SIGN
LOW AND OUTSIDE
CURVE-BALL
LIFT
SWISH
FLING
CURVEBALL ON THE..


sfx: CLANG!
OUT-SIDE!
sfx: TWIRL!
IT WENT THROUGH!
sfx: WAAAAH!
sfx: PA para PA PA

ONE OUT!
BATTING NINTH, PITCHER, TAKE-NOUCHI-KUN.
PAD
NEXT
TAKE-
TAKE-
TAKE-NOUCHI
AH,
ALL THREE PITCHERS LIKE PITCHES TOWARD THE INSIDE...
THAT'S RIGHT!
OOAAAHH!
THIS TIME,
TWO PEOPLE HIT CONSECUTIVE CURVE-BALLS?!
DO— TO
DO— DO— DO—
TH- THAT WAS STRANGE
YEAH
ONE OUT!
TOPPA TO—
BUNT-ING
IN THAT CASE, IT DOESN'T MATTER,
I GUESS
LET'S BRING THE FIELDERS IN
AND START OFF WITH THE "FASTBALL"
Nod
TAKE-NOUCHI ISN'T REALLY A STRONG BATTER. HE SHOULD PLAY IT SAFE FOR NOW

LEAD
LEAD
HIT!!
HIT!!
LEAD
LEAD
LIFT
SAYAMA
LEAD!
LEAD!
SAYAMA

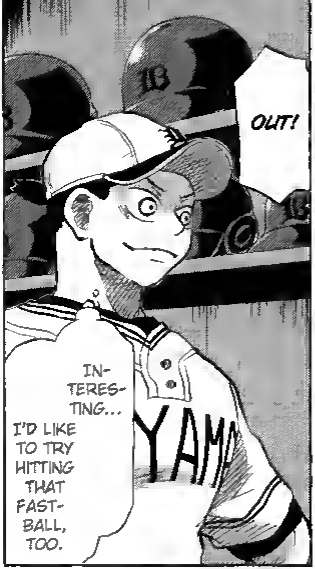
WOAH ANOTHER
SHIT!
!
SFX: WHIP
SFX: SMASH
SFX: WHIP
SFX: SLAP!

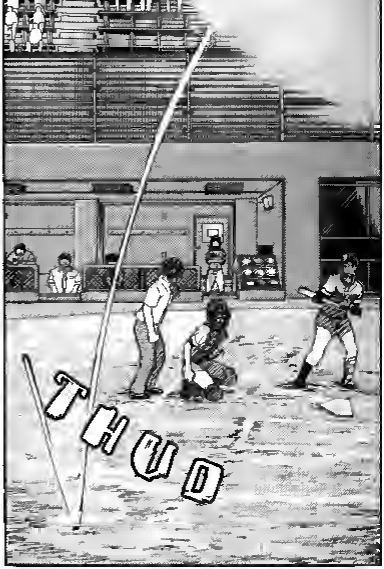
HEY, HEY!
KURATA GOT TO SECOND WITH TIME TO SPARE!
SAFE!
LEADS AREN'T THE ONLY THING I HAVE TO THINK ABOUT.
IF I'M NOT CAREFUL, THEY'LL TAKE ADVAN-TAGE OF THAT..!
MIHASHI'S GOING TO FOLLOW THE SIGNS PERFECTLY AND THOUGHT-LESSLY
clap
clap
KURATA ISN'T A FAST RUNNER.
DID I NOT NOTICE HIM?
WHAT AM I DOING!
clap
clap

THREE FINGERS.
A FASTBALL!
GRIP
um pa- pa
pa- pa!
HIT IT!
HIT IT!
SAYAMA
YO! SHI! TO!
I WONDER... IF TETSUROU PRETENDS TO BUNT, WILL THEY THROW A FASTBALL?
THREE A FASTBALL?
YEAH
PAT
BUNT
SLIDE
SAMI
HIT IT!
HIT IT!
SLOW
SLOW
um pa- pa
pa- pa!
IF WE'RE EXPECTING A FASTBALL, THERE'S NO WAY YOSHITO CAN HIT IT.
IF YOU BUNT, TAKESHI WILL RUN,
SO YOU SHOULD KEEP YOUR EYES ON THAT FASTBALL!
SAYAM
NOD.
YO! SHI! TO!

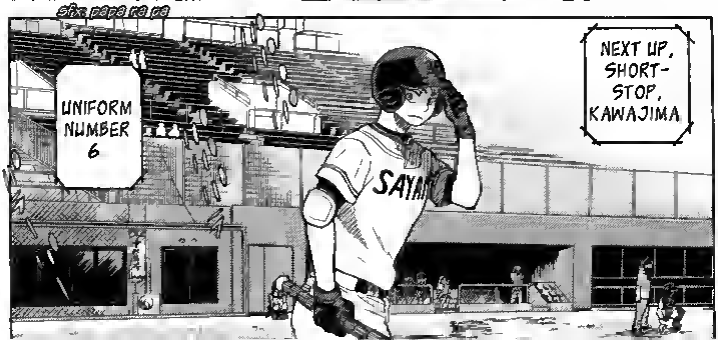
STRIKE!
3
Yo!
Tu
Umpa-Pa
Pa-ra!
LIST
I KNOW HIS BATTING AVERAGE IS ONLY 100, BUT IS HE REALLY THAT BAD?
FLING
HIT!!
HOW DID HE MISS THAT? IT WAS STRAIGHT DOWN THE MIDDLE!
Yo! Sa! To!
MATCH
Yo! Sa! To!
ANOTHER FASTBALL
Nishiura
AND THIS IS THE THIRD BUNT!
Umpa-Pa
Pa-ra
SLIDE
HIT!!
HIT!!

I'LL GET SERIOUS FOR THE LAST ONE!
HMM!
HMM!
Yo! Sh! To!
LIFT
pa- pa!
SWISH
THERE.
Clunk
Flee


OUT!
INTERESTING... I'D LIKE TO TRY HITTING THAT FASTBALL, TOO.

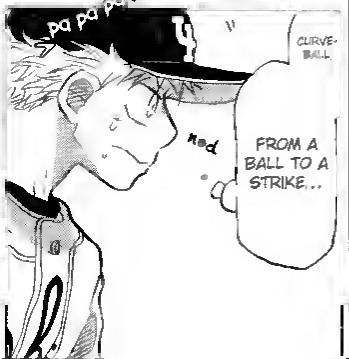

THUD

BUT IT'S JUST THE SECOND INNING, SO THEY WON'T GET TO HIT IT YET.
PAT
I WANT TO HURRY UP AND GIVE THE GUYS AFTER TETSURO A CHANCE.

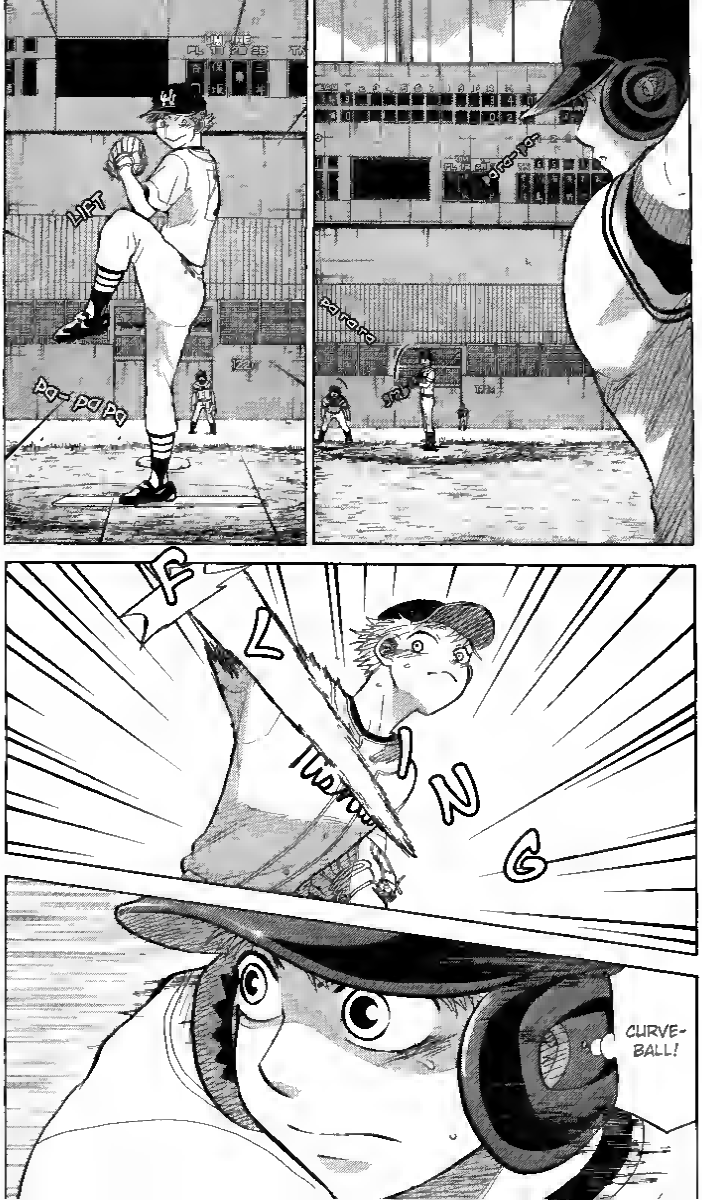

UNIFORM NUMBER 6
NEXT UP, SHORTSTOP, KAWAJIMA.

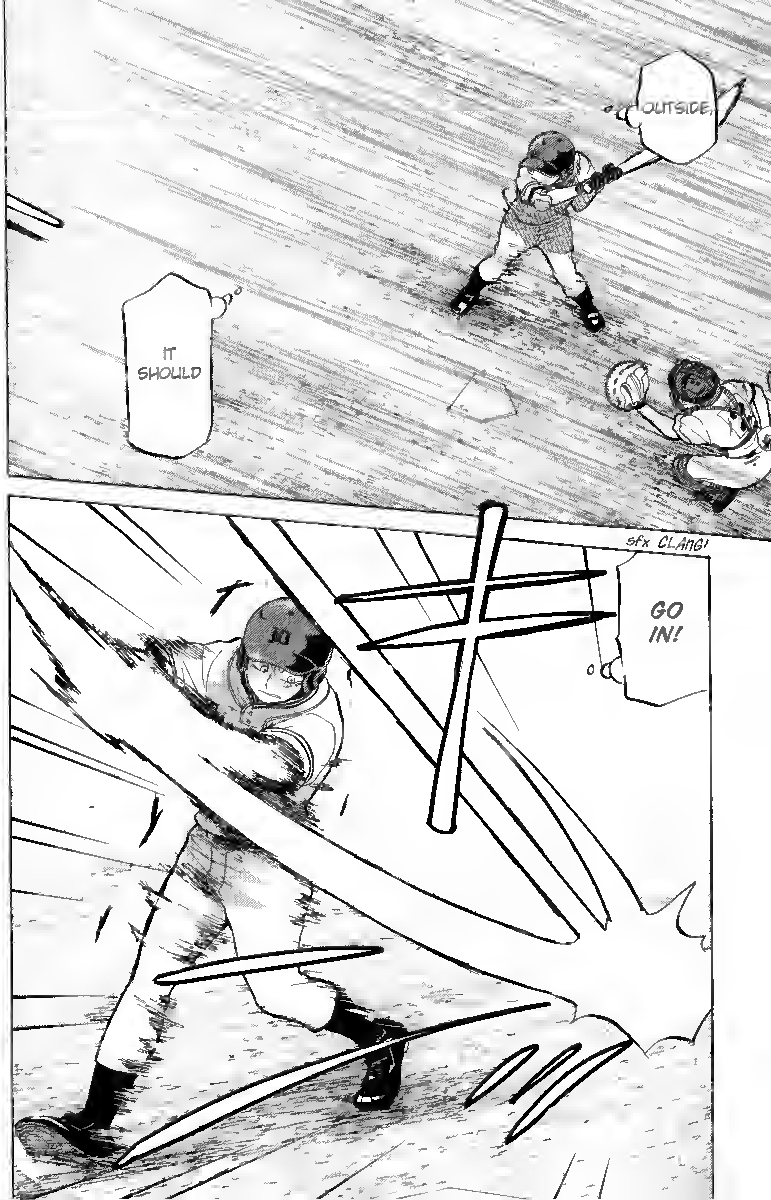
Ready!
SAYAMA
THIS NEXT GUY HAS ALREADY HIT THE OUTSIDE SHOOT TO CENTERFIELD, A PLACEMENT HE'S SUPPOSEDLY WEAK AGAINST.
Pq Pq Pq
Pq Pq
Ok Ok Ok
THERE'S A RUNNER ON SECOND BASE, BUT THERE'RE TWO OUTS.
CALM DOWN

IF THAT'S THE CASE, WE'LL AVOID THE SHOOT.
SIGN
SIGN

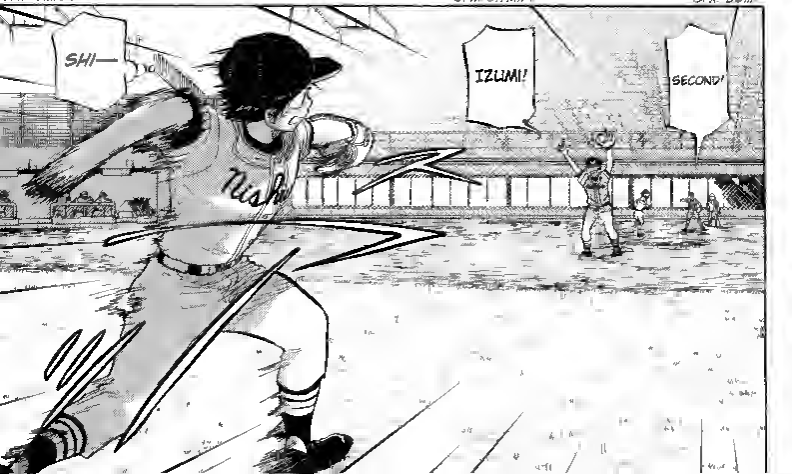

Pq Pq Pq Pq
CURVE-BALL
Nod
FROM A BALL TO A STRIKE...

IT'S NOT LIKE HIS PREFERENCES WOULD SUDDENLY CHANGE
THE COUNT WAS 2-0, BUT HE DELIBERATELY WENT FOR THE THE OUTSIDE CORNER BECAUSE IT WAS A SHOOT.


LIFT
PA- PA PA
PA PA PA
FLYING
CURVE-BALL!


OUTSIDE.
IT SHOULD
SFX CLANG!
GO IN!

GO!
GO!
SHIT!
ガッ
ばー
sfx: Swish
sfx: STAMP!
sfx: Bam!


SHI—
IZUMI!
SECOND!

FOURTH RUN!
STAMP
sfx In the fields
paa pa pappa pan
SAYAN

sfx: of green shining

sfx: light

SFX: In the garden of learning, we're all there with no hesitation.

5
STRIKE!
LIFT
sfx: whap
sfx: whap
STRIKE!
sfx: whap
sfx: swing
STRIKE!
swing
レフト

WE'RE JUST GETTING STARTED!
Yeah!
LAST OUT-SIDE PITCH!
HE ONLY SWUNG AT THAT
Nice pitching!
SFX: SLIDE
THEY ARE ALL HITTING THE OPPO-SITE ...
I WAS NOT MIS-TAKEN.
OF WHAT'S WRIT-TEN HERE
BUT THIS SORT OF THING WOULDN'T BOTHER ME,
MOST OF THE TIME
Let's turn it around!
Go out and hit it!
UH ...
UMM ...
LET'S ... SEE
Rustle

WILL BE COMPLETELY USELESS TO US ...?
THIS DATA ...
IT MIGHT BE .. A COINCIDENCE,
BUT IF IT'S NOT ...
I'M NOT USUALLY RIGHT ABOUT THINGS .
I DON'T WANT TO BE RELIEVED
WHAT ABOUT ABE-KUN'S SIGNS?
WHAT THEN?
THEN
A SOUTHPAW WOULD BE MORE EFFECTIVE...?
MAYBE FASTBALLS.
NO,
INSTEAD OF PITCHING ACCORDING TO HIS LEAD,

WHAT IF I DON'T TELL THEM NOW, AND THEN REGRET IT LATER..?
No thanks!
Want me to tickle you?
You have to get on base!
BUT WHAT IF... I'M RIGHT?
OKAY
GOOD CALL ON YOUR PART.
AND WE PITCHED NOTHING BUT "FASTBALLS" TO NUMBER 2.
THEY JUST KEEP HIT-TING OFF ME LIKE THIS ...?
WHAT IF ....
HUH?
WHAT'S THE MATTER ?!
IN ANY CASE ...

PLACE-
MENTS
ARE
WRO—
sniff
sniff
UM,
THE
?!
sniff
sniff
Nishu
WHY ARE YOU CRYING ALL OF A SUDDEN?!
GULP
"THE PLACE-MENTS ARE WRONG."
RIGHT ?!
...WHAT ?
NOD
SHAKE
SHAKE
Nishu
I can't understand what you're saying!
What's up?
HE SAID, "THE PLACEMENTS ARE WRONG."

...
ABE-KUN, LIST THE PITCH PLACE-MENTS THE BATTERS CONNECTED WITH
HUH? NUMB-ER 1 OUT-SIDE
2 RIGHT DOWN THE MIDDLE 3 OUT-SIDE
No way! He remembers all that?!
If you can't do that you can't be a catcher
4 INSIDE, 5 INSIDE, 6 INSIDE,
7 INSIDE, 8... OUT-SIDE.
WHAT?
sfx Bash!
sfx Grrrsh!
AND WHY THE HELL ARE YOU STILL CRYING?!
BUT WHY?
YOU'RE RIGHT...
THEY ARE ALL HITTING THE OPPOSITE OF THEIR FAVORED PITCHES
PRE-CISE-LY
IT'S NOTHING TO CRY OVER.
THANKS TO YOU,
WE MIGHT BE ABLE TO TURN THIS AROUND!

Nice Pitching!
Ookiku Furikabutte
manga and doujinshi
scanlation team
http://community.livejournal.com/nice_pitching/

LIFT
sfx swish
YEAH
IT'S NOTHING I CAN'T HIT
caption Let's finish the second inning!
2回!
しまっていこう!
IT'S THE BOTTOM OF THE SECOND INNING AND
IT'S A FIRST, HAVING FOUR RUNS AGAINST US BY THE SECOND INNING.
tense
MIHASHI'S REALLY SHAKING
AND ABE'S GETTING NOISY

BATTING FIFTH
RIGHT FIELDER
HANAI-KUN
UNIFORM NUMBER 9
ALL RIGHT!
I'VE GOT TO CHANGE THE MOOD BY GETTING A HIT!
Nishiwa
Papapara
Papapara
Papapara
Papapara

Pa- pa- pa- pa-
Pa- pa- pa- pa-
THOUGH IT'S TRUE IZUMI AND I ARE SMALL AND LIGHT
THEY WOULDN'T DO THAT BASED ONLY ON APPEARANCES
THE POSITIONS OF THE OUTFIELDERS ARE
Papapapa
THE OUTFIELDERS WENT BACK TO THEIR STANDARD POSITIONS
Nishiura
WHEN IZUMI AND I WERE BATTING, THEY REALLY CAME FORWARD.
AND FOR SAKAEGUCHI AND SUYAMA, THEY WERE SLIGHTLY FORWARD.

DO
DO-
DO-
DO-
DO-
DO-
THEY REALLY ARE REVERSED
OR...
HEY.
I'LL TRY ASKING...
JUMP
DO-
DO-
BUT WHAT THEY'RE ACTUALLY DOING IS LAYING OFF THEIR FAVORED PITCHES
THE OPPOSITE OF WHAT WAS EXPECTED,
YOU SAID THE COURSES HIT WERE DIFFERENT,
RUSTLE
DO-
DO-
SHOCK
UMM...
UM...
...
SWEAT
IF YOU DON'T KNOW, JUST SAY SO...!
DO-
DO-
DO-
HUH!?
WHY DO YOU THINK THAT IS?

JUMP
IF YOU KNOW SOMETHING, SAY IT!
MI-HASHI-KUN!
pa-ra-ra-ra
I'M ON DECK SOON!
WHAT!?
JUST SPILL IT ALREADY!
flinch
WHAT IS IT?
EH?
pa-pa-ra
Uh...
pa-pa-ra
GRAB
HURRY UP !
GASP
TALK!
It's...
Uh...
Uh...
Be-
CAUSE...

This
prob-
ably..
isn't..
the..
real...
rea-
son...
but
may
well
I'M WAITING...!
WAIT FOR IT...
The reason they're not swinging at what they like...
is...
be-
cause...
they're...
FLOP...
balls..?
Nishiura
Nishiura

BECAUSE THEY'RE BALLS,
THEY WERE PASSED BY?
...I AIM FOR PLACE-MENTS BATTERS LIKE,
I HAVEN'T HAD HIM THROW ANYTHING THAT WAS OBVIOUSLY A BALL!
THEY'RE USUALLY IN THE STRIKE ZONE, BUT END UP BECOMING BALLS
AND THEN...
BALL!
BALL!
BALL!

OF COURSE.
I HAD HIM THROW A LOT OF BALLS, DIDN'T I?
pa-
pa-
ra-
SO,
THE REASON THEY'RE LETTING SO MANY BY IS...
?
WOOD!
WOOD!
pa-
pa-
ra-
?
BECAUSE IT LOOKS LIKE CALLING FOR BALLS WHERE THE BATTER LIKES TO HIT
HAS
pa-
pa-
ra-
BECOME A HABIT IN YOUR PITCH CALLING, EH?
IT'S NOT "MINE" SO MUCH AS...
CLENCH
IT'S A BASIC RULE IN HOW TO MIX PITCHES
AND WHAT'S MORE, NORM-ALLY...
pa-
ra-
ra-
ra-

NOW THIS GUY IS...
pa-
pa-
pa-
pa-
NOT ALL THE PITCHES ARE GOING TO BE PLACED WHERE YOU WANT.
YOU JUST DEAL WITH THOSE SITUATIONS WHEN THEY COME.
I'VE ALWAYS DONE SO, BUT.
pa-
pa-
pa-
pa-
...
THIS IS
pa-
pa-
pa-
!
HUH!
HANAI-KUN!
BAM!

WHEN YOU HIT IT!
HANAI, PULL THE BALL!
SURE, I PULLED THE BALL ALL THE TIME IN JUNIOR HIGH...
HUH? WHAT'S HE SAYING!?
RIGHT! LET'S GO! MAKE THE SHIFT!
BUT NOW I'VE GRADUATED...
(SFX: LIFT)

FROM BEING A PULL HITTER!

(SFX: CLANG!)

(SMALL SFX: THUD!) (LARGE SFX: WHAP!)

SAYAMA
SAYAMA
SAY
6
OUT!

THAT WOULD USUALLY DROP IN FRONT OF CENTER, RIGHT?
NO WAY.
SCRUNCH
...
WHAT...
AND THAT TEAMWORK WAS...
THAT WAS DEFINITELY A PRETTY DIFFICULT PLAY, REQUIRING TEAMWORK...
BUT IN THAT SITUATION
CLAP CLAP
on three one-two-three
KO-CHAN YOU'RE SO COOL!
NUMBERS 4 AND 6 WERE HOVERING AROUND SECOND BASE TO PROTECT IT
Nishiura
IT'S LIKE THEY'RE PROS!
SLAP
6
SAY
CLAP
CLAP
CLAP
on three one-two-three
KANOJUN, YOU'RE SO COOL!

...
WE'RE DEFINITELY BEING STUDIED CLOSELY.
THIS MEANS...
THINK ABOUT THE OFFENSE AND DEFENSE AT THE SAME TIME!
BATTING SIXTH, FIRST BASEMAN, OKI-KUN
AH! MY CHEST PROTECT-OR...
ABE-KUN!
YES?
...!
YES!

I JUST CALLED IT "ABE'S HABIT",
HEH!
BUT I FEEL A BIT BAD FOR HIM NOW.
NOW... IT'S TRUE I WAS SURP-RISED,
BUT IF HE UNDER-STANDS THE ROOT OF THE PROBLEM, THE COMBIN-ATIONS CAN BE CHANGED.
IT'S PRECISELY BECAUSE MIHASHI IS THE PITCHER.
THE PROBLEM NOW...
IS THAT THEY'VE STUDIED OUR OFFENSE!
HEY EVERYONE, LISTEN UP!
!

THEY SCORED SO EASILY IN THE FIRST AND SECOND INNINGS...
BECAUSE THEY COULD READ THE BATTERY'S STRATEGY
4
pa-
pa-
ra-
BIJO HAS COLLECTED A LOT OF DATA ON US...
AND THEY'VE STUDIED IT WELL!
THE OFFENSE, TOO
THISY COULD?
THAT MEANS...
THEY THOUGHT I WOULDN'T BE ABLE TO HIT THE BALL VERY FAR.
DID YOU NOTICE HOW THE OUTFIELD CAME FORWARD WHEN IZUMI-KUN AND TAJIMA-KUN WERE AT BAT?
...
THE TWO IN THE HOLE CAME CLOSER TO SECOND BASE FOR DEFENSE
WHEN HANAI-KUN WAS UP,

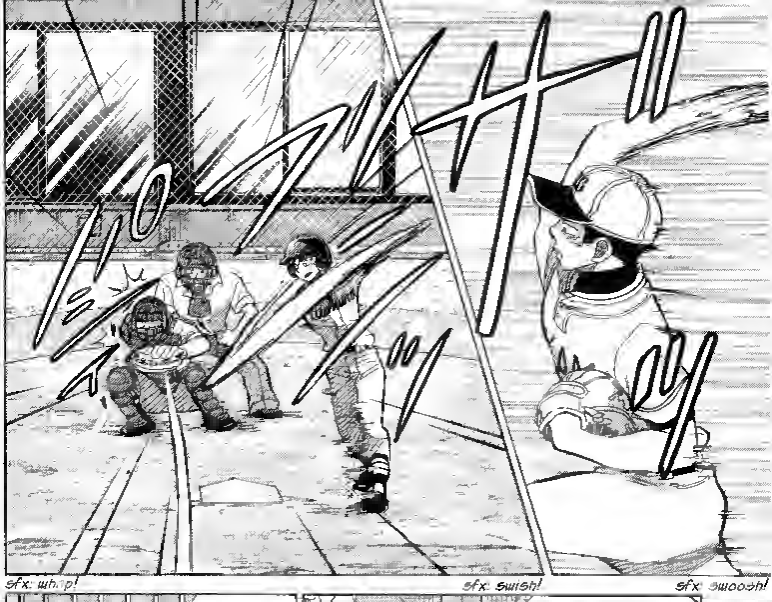
UNDER-STAND?
WHEN YOU GO UP TO HIT, CHECK THEIR DEFENSE FIRST.
pa~
na~
ra~
THEY KNEW THAT HANAI-KUN USUALLY HITS TOWARDS CENTER.
!!
pa~
pa~
na~
IMAGINE WHAT KIND OF HITTER THE OTHER TEAM SEES YOU AS
pa~
pa~
ra~
BOM BOM BOM BOM
THINK ABOUT WHY THEY'RE MOVING TO THOSE POSITIONS.
WHEN YOU SEE HOW THEY'RE SHIFTING FOR YOU,
DO YOU PULL THE BALL OR PUSH IT? DO YOU HIT FLY BALLS OR GROUND-ERS?*
*PULLING THE BALL IS WHEN YOU HIT TO THE FIELD OPPOSITE OF WHICH YOU BAT (LEFT FIELD FOR RIGHT-HANDERS, RIGHT FOR LEFT-HANDERS) AND PUSHING THE BALL IS THE OPPOSITE

IF YOU FEEL YOU CAN'T GET PAST THEIR SHIFT,
THEN,
sfx parapara parapara
IF YOU'RE CONFIDENT YOU CAN SURPASS THEIR EXPECTATIONS, KEEP HITTING NORMALLY.
PA-PARA
YOU MUST CHANGE YOUR BATTING!
sfx pa-
All right!
TAJIMA GOT PAST THE INFIELD SMOOTHLY
EVEN IF YOU DIDN'T TELL ME, THAT WAS MY PLAN FOR THE NEXT AT-BAT.
Let's hit it!
LOOK CARE-FULLY! AIM FOR THAT SPOT!
A HOLE WILL OPEN SOMEWHERE!
IF THE SHIFT CHANGES THEIR POSITIONS,
RIGHT!
sfx pa-rapa-
DID HE
HIT THAT GROUNDER BECAUSE HE KNEW ALREADY?

BATTING SEVENTH, CATCHER, ABE-KUN.
UNIFORM NUMBER 2.
PA-PAPA
STRIKE!
PA-PAPA...
sfx: whip!
THE OUTFIELD IS MOVING RIGHT.
Second!
Short!
sfx tense
PA-PA-
WHAT'LL IT BE?
PAPA PAPA
PAPA PAPA
Pitcher!
First!
BASED ON THEIR SHIFT, THAT'S SOMETHING I HAVE TO ACCEPT.
AM I NO GOOD AT HITTING LEFT?
PA-PAPA

STRIKE!
WHAP
sfx pa-para
sfx parapapa
THEY DON'T THINK I HAVE THE POWER TO FORCIBLY PULL THE BALL WHEN IT'S PITCHED ON THE OUTSIDE
IF THEY CALL FOR THAT PITCH,
AN OUTSIDE FASTBALL?
whap
sfx parapa- parapapapa!
sfx pa-pa-
SAYAMA

PA-
PA-
PA-
IT WAS HIGH! IF HE'D LET IT PASS, IT WOULD HAVE BEEN A BALL
WASN'T THE SWING A LITTLE WIDE?
PARA PA
sfx: whap
sfx: swish!
IT WAS EVEN THOUGH THEY'RE FOUR RUNS DOWN. IT'S STILL EARLY IN THE GAME.
SO THERE'S NO NEED TO GET SO WORKED UP.
PARAPA PARA!
IF THEY'RE SHOWING ME PITCHES NOW,
THEY WANT ME TO SWING AT ONE THAT DROPS A BIT
Hit it!
Hit it!
sfx: Batter! Hang in there!
CALM DOWN.
WILL THE THIRD PITCH DECIDE IT?


SFX: WHIP!
SFX: SWISH!
SFX: SWOOSH!

AT THE OMIYA PREFECTURAL BASEBALL STADIUM, THE SECOND INNING OF THE FIRST MATCH HAS JUST FINISHED!
OH! THEY GOT HIM TO SWING AT A SLIDER! YOU'RE DOMINATING HIM, TAKENOUCHI!
A STRIKE OUT . .
I haaate carrots ~~
Oh an' I hate peppers!
OOH, HE SWUNG AT TWO BALLS!
ROKA-SAN HAS THOROUGHLY RESEARCHED NISHIURA
THEY SHOULD BE REALISING THAT SOON.

ONCE THEY REALISE IT AND IF THEY CAN DO SOMETHING ABOUT IT, THEY MIGHT BE ABLE TO TURN IT AROUND.

THE ONLY PLAY-ERS WE CAN REALLY STRAT-EGIZE WITH ARE SAKAE-GUCHI-KUN, WHOM THEY'LL PROBABLY HAVE ALMOST NO DATA ON, AND...

AS FAR AS BATTING IS CON-CERNED,
THEY CAN ONLY DO WHAT THEY CAN GIVEN THE CIRCUM-STANCES
SIMPLY PUT, IF THE FIELDERS SHIFT,
THESE KIDS DON'T HAVE THE SKILL TO AIM FOR THAT GAP.

TAJIMA-KUN...
HUH?!

おお
Nishiura
RIGHT!
LET'S GO!
sfx: OOOH!
STOP
!
Eh, he asked Mihashi?!
HELP ME WITH MY LEG GUARDS!
MIHA-SHI!
Nishiura
RATTLE
STOMP

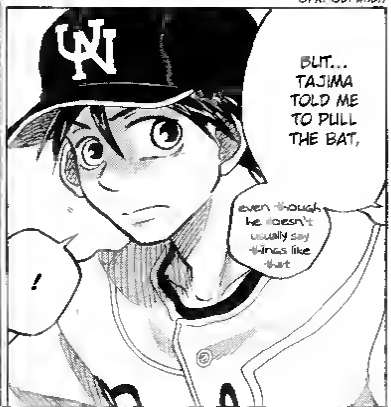
ISN'T HE JUST TRYING TO BUY SOME TIME TO TALK?
BUT IF HE'S MAKING MIHASHI HELP HIM, HE MUST BE DESPERATE.
You didn't have to carry it!
The umpires will get mad if he holds up the game.

sfx. scrunch

sfx. scrunch

sfx. scrunch

I THOUGHT THE FIRST PITCH OF MY FIRST AT-BAT WAS A GOOD ONE, SO I WENT FOR IT, BUT
IT WAS A TRICK TO MAKE ME SWING
MAYBE IT WAS BY CHANCE?
WALK
IF THE SHIFTS WERE THE SAME, TAJIMA PROBABLY GOT THE SAME PITCHES AS ME
SCRUNCH
SCRUNCH



...TCH.
WHAT'RE YOU SO WORKED UP ABOUT?
?
I'LL ASK TAJIMA DURING OUR NEXT OFFENCE
TAJIMA NOTICED BIJO'S FIELDERS!
I THINK
DOES HE ALWAYS DO THINGS LIKE WATCH THE DEFENCE?
REALLY ?!
HOW SHOULD I KNOW? ASK HIM YOUR-SELF!
TAKING TAJIMA'S ADVICE,
EVEN MINOR ONES INCREAS-ES OUR CHANCES
but sometimes you have to make sacrifices
It's disappointing
HAAAAHH
WE'LL GET THE POINTS NEXT TIME! I'LL SCORE IN THE NEXT INNING!
MIHASHI.
How embarrassing!
If I bat next inning, I'll remember that!
I must!
Next!
Hanai, stop messing around!

HUH?!
.....
RATTLE
SHAKE YOUR HEAD FROM NOW ON
YOU SHOULD ...
rattle
EH?
B-
BUT...
RATTLE
rattle
IF I SHAKE ...
I'LL BE HATED
I..
LISTEN!
FOLLOW MY LEADS.
?
O-
KAY.
DON'T GET CONFUSED!
rattle

AFTERWARDS, I'LL GIVE A DUMMY SIGN. NOD, BUT PITCH THE ORIGINAL CALL.
IF I DO THAT, SHAKE YOUR HEAD ONCE.
LIKE THIS
AFTER THE SIGN,
I'LL STICK OUT A FINGER.
RATTLE
UM
UH-
UH-
YES!
DEPENDING ON THE CIRCUMSTANCES, I MIGHT REPEAT THAT TWO OR THREE TIMES
YOU UNDER-STAND?!
AND NOD AT THE...
I'LL SHAKE MY HEAD
DUMMY
SHOULD I REPEAT IT?
DO YOU REALLY UNDER-STAND?
I...
UNDER...
STAND.

A SIGN TO SHAKE YOUR HEAD ON THE MOUND
THAT'S THE SPIRIT!
SCRUNCH
RIGHT!
ALL RIGHT, IF YOU'RE DONE PREPARING, GET ON THE FIELD!
...HAVE I EVER SEEN HIM DO IT?
WAIT
RATTLE
HEY!
BACK TO HOME!
THEY EVEN HAVE A SIGN FOR THAT?
AMAZING
EVEN SO MIHASHI SHAKING HIS HEAD IS RARE

clench
LAST ONE!
NICE THROW BACK!
lift
FLING
WHAP
SCRUNCH

STRAIGHTEEN
I WON'T MAKE ANY MISTAKES!
RIGHT!
TWIST
AH!
GOOD, THEN..
Third!
HEY.
HEY, DON'T GET CONFUSED AND THROW THE DUMMY SIGN.
Short!
SHAKE
LIKE
L-
WHAT?
THIS?
?
JUST DO IT NORMALLY!
??
WAS...
THAT?
H-
HOW
YOU'RE ASKING HOW TO SHAKE YOUR HEAD?!
!
NOD
?
!
AH!
YOU SHOOK YOUR HEAD IN JUNIOR HIGH, RIGHT?
THE NORMAL WAY.
First!

THE WAY YOU DID IT JUST NOW IS FINE
Pap
AH THAT'S RIGHT
Pitcher!
IN JUNIOR HIGH...
SHAKE
!
I'M COUNTING ON YOU!
YEAH, THAT'S PERFECT!
LIKE THAT?
THIS TALK ISN'T ABOUT HOW HE'S SHAKING HIS HEAD
HE WASN'T GIVEN SIGNS AT MIHOSHI.
rattle
Y-
Y-
YEAH
Perfect!
I'm counting on you!

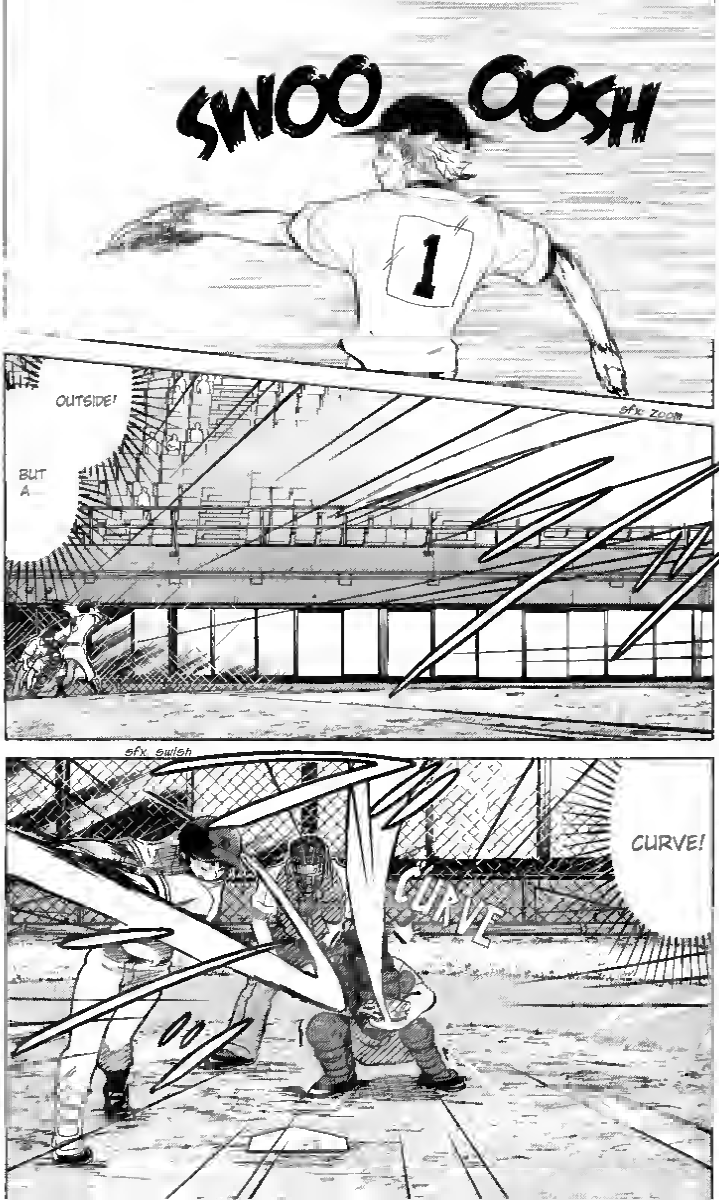
WELL...
MAYBE HE'S AFRAID OF BEING TROUBLESOME AND HASN'T HAD A PARTNER HE COULD SHAKE HIS HEAD AT...
THIRD INNING!
LET'S FINISH IT!
OOOH!
YEAH
IT COULDN'T HAVE BEEN LIKE THAT FROM THE BEGINNING, RIGHT?
THE THIRD INNING, BIJO DAI SAYAMA HIGH SCHOOL'S OFFENSIVE
SECOND BASE... YANO-KUN... UNIFORM NUMBER 3
PA RA
PON VOT PON
READY!
PA PA PA PA
PA PA PA PA
HAT...IKE, WASN'T IT?
BEFORE THAT, MAYBE HIS SEMPAI.
AND NOW
ME

DON'T SWING IF IT'S INSIDE
AND IF IT'S OUTSIDE, IT'LL BE A SHOOT...
PLAY BALL!
PA PA PA PA
PA PA PA PA
IF WE CONTINUE SCORING RUNS THIS INNING, IT WILL PUT CONSIDERABLE PRESSURE ON THEM.
LET'S REMAIN FOCUSED AND KEEP ON THE OFFENSIVE
PA RA
DON DON DON

SWOOSH
IT'S INSIDE!

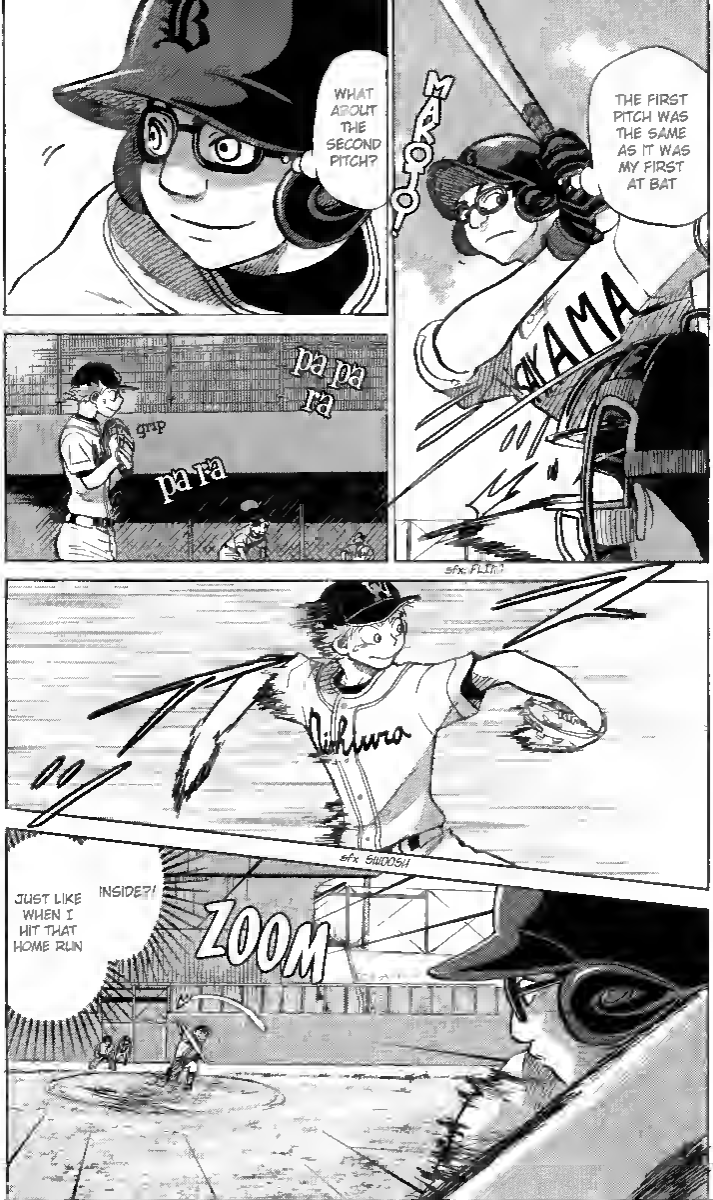
PA
IN THE ZONE, EH?
PA RA RA RA RA
RA RA RA UN
WELL, I GUESS THAT'S BOUND TO HAPPEN SOMETIMES
WHAP
STRIKE!
DON DON DON
STRIKE!
PAPAPAPA
TENSE
Nishiura
PAPAPAPA
sign
run
WHAP
SWOOSH

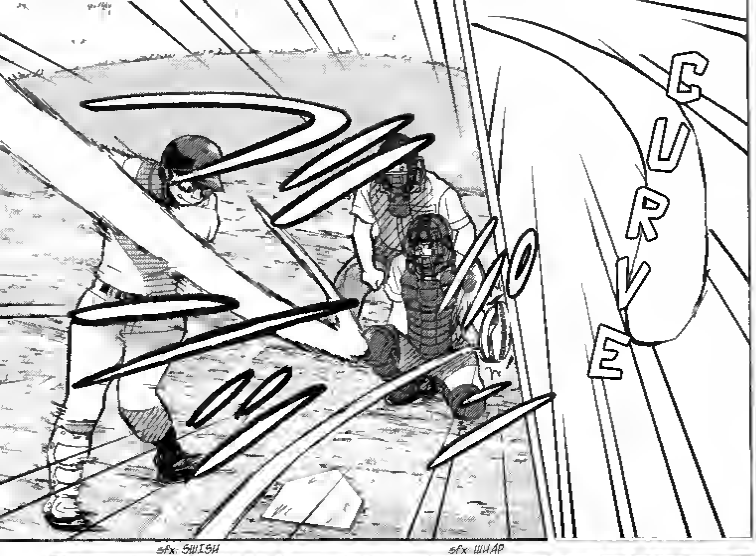
INSIDE PITCHES
YANO -KUN LIKES TO GO FOR
BUT HE'S NOT SWINGING AT THEM TODAY BECAUSE HE THINKS THEY'LL BE BALLS
PAPA
EVEN IF THEY'RE STRIKES, HE'S NOT SWINGING
PAPAPADA
PAPAPADA
UH...
AFTER TWO INSIDE PITCHES, IT'S LIKELY THE NEXT WILL BE OUTSIDE
AND THE ONLY OUTSIDE PITCH MIHASHI'S GOT IS A SHOOT
PAPAPA
PAPAPADA
PAPAPADA
PAPAPADA
PAPAPADA
BUT I HIT THE SHOOT AT MY FIRST AT BAT, SO
MAYBE HE'LL GIVE ME THAT "FASTBALL"
(2.)
PAPAPADA
PAPAPADA
PAPAPADA
PAPAPADA

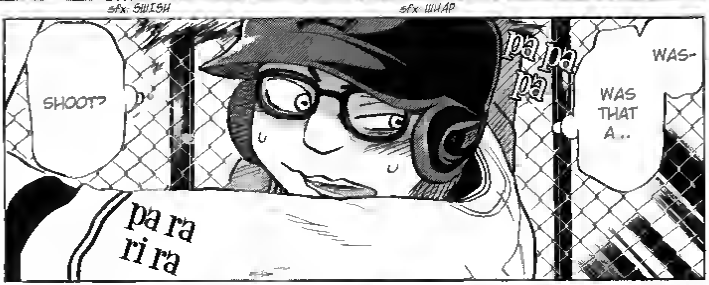

SWOO OOSH
1
OUTSIDE!
BUT A...
SFX: ZOOM
SFX: SWISH
CURVE!
CURVE

FLING
HE SWUNG AT THAT OUTSIDE PITCH JUST AS PLANNED
NOW THAT I KNOW WHAT'S GOING ON, THIS IS GOING TO BE EASY
CLAP
CLAP
NICE PITCHING!
CLAP
CLAP
CLAP
Second!
I'M NOT GOING TO GET HUNG UP ON THE FOUR RUNS WE GAVE UP IN THE FIRST TWO INNINGS!
Pitcher!
0 one! out!
Out
PAP
OKAY, HERE'S THE GUY WHO HIT THAT HOME RUN
Third!
YO!
Short!
BATTING FOURTH, CENTER FIELDER, WADA-KUN
UNIFORM NUMBER 8
SAYAMA

WADA LIKES THE OUTSIDE CORNER.
EARLIER, HE HIT A HOME RUN OFF AN INSIDE SLIDER.
TRUE TO THE RULE, HE'S HITTING EXACTLY THE OPPOSITE OF HIS FAVOURITE PLACEMENT.
Pa Pa
nod
OUT-SIDE COR-NER
SHOOT PITCH
FOR A BALL
SO WE'RE GIVING WADA-KUN ANOTHER BALL IN HIS FAVOURITE SPOT...?
Pa Pa Pa Pa Pa Pa
MAOOO...
TENSE
HE'LL LET IT GO BY AND THEN THE COUNT WILL BE 1-0 AGAIN, RIGHT?
sfx SWOOSH
IT'LL BE ALL RIGHT.
AS LONG AS I PITCH
THE WAY ABE-KUN TELLS ME TO!
WHAP
BALL!


WHAT ABOUT THE SECOND PITCH?
THE FIRST PITCH WAS THE SAME AS IT WAS MY FIRST AT BAT
KAMA
pa pa ra
grip
pa ra
sfx: FLIT!
sfx: SWOOSH
JUST LIKE WHEN I HIT THAT HOME RUN
INSIDE?!
ZOOM


CURVE
sfx: SWISH
sfx: WHAP


SHOOT?
pa ra
ri ra
pa pa
pa
WAS-
WAS THAT A..

EVEN THOUGH I HIT A HOME RUN THERE THEY STILL THINK IT'S SAFE TO GIVE ME A PITCH TO THE INSIDE CORNER?
BUT IT LOOKED AS THOUGH IT WENT INTO THE ZONE
DON DON
SAY
DON DON

HE WOULDN'T GIVE ME THE SAME PITCH IN THE SAME SPOT WHERE I HIT A HOME RUN
I SHOULD HAVE KNOWN
pa
pa pa pa
FLING

MAOJO
MAOJO
AN INSIDE SLIDER
THAT'S WHAT HE HIT FOR
HIT A HOMERUN!
pa pa
HUH?
MAOJO
A HOME RUN
BUT
TENSE
pa pa ra
THAT DOESN'T MATTER
IF ABE-KUN IS GIVING ME THE SIGN TO PITCH THERE,
pa pa pa
BAM
pa pa pa
THAT'S EXACTLY WHAT I'M GOING TO DO!

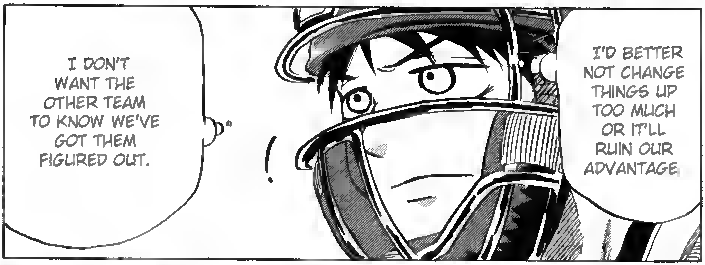
I'M SWING-ING!
IT'S INSIDE!
sfx: TWIST
sfx: SWOOSH
sfx: WAH-?
sfx: CURVE

AMA

WAH!
PAP!
OUT!..

Fall

TWO OUTS.
BATTING FIFTH, RIGHT FIELDER, MIYATA-KUN
LET'S GO!
WE WERE ABLE TO SHUT OUT THE THIRD AND FOURTH BATTERS
SO,
NOW THAT I KNOW THE OTHER TEAM'S STRATEGY ..
I KNEW
IF I LISTENED TO ABE-KUN, IT'D BE ALL RIGHT!


I DON'T WANT THE OTHER TEAM TO KNOW WE'VE GOT THEM FIGURED OUT.
I'D BETTER NOT CHANGE THINGS UP TOO MUCH OR IT'LL RUIN OUR ADVANTAGE.

COME ON, LETS HIT IT!
AFTER THAT, I THOUGHT THEY WERE AVOIDING THE INSIDE SLIDER BECAUSE OF THE HOME RUN I HIT DURING MY FIRST AT BAT.
THE SECOND WAS INSIDE AND PROBABLY A SHOOT.
JUST LIKE MY FIRST AT BAT.
THE FIRST PITCH WAS A SHOOT TO THE OUTSIDE.

BUT WITH THE AFTERIMAGE OF THAT SHOOT IN MY HEAD,
I COULD NOT FULLY COMMIT TO THE SLIDER
Da Da Da Da Da Da Da Da
ASHAMED TO HAVE BEEN OUTWITTED BY A FIRST YEAR?
AREN'T YOU
...

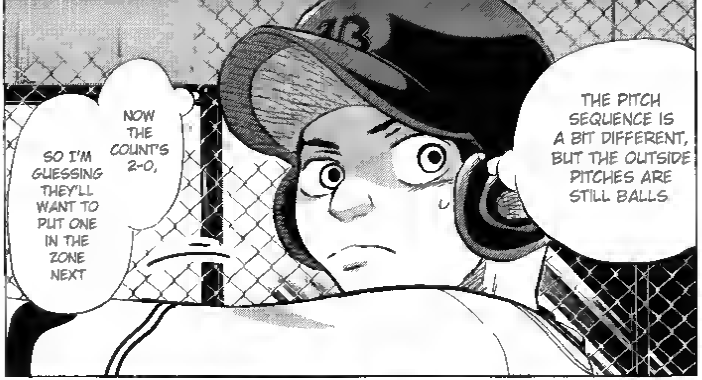
Da Da Da Da Da Da Da Da
BUT
THEN THEY GAVE ME AN INSIDE SLIDER AS MY THIRD PITCH
SAYAMA
I WAS ALREADY THINKING, "INSIDE PITCHES WILL BECOME SLIDERS".

DO YOU THINK YOUR WORK IS DONE TODAY JUST BECAUSE YOU HIT ONE HOME RUN?!
THIS TOUR-NAMENT
IS THE CULMINATION OF EACH AT-BAT FOR THE PAST THREE YEARS! OR HAVE YOU FORGOTTEN THAT?!

BOW
YOU'RE OUR CAPTAIN AND CLEANUP HITTER!
WELL?!
I'M SORRY!
YES!

I WILL!
YOU'D BETTER GO ALL OUT!
IF YOU WANT TO WIN THIS,
EXCUSE ME!
NISHIURA HAS CHANGED THEIR STRATEGY
IS THAT BECAUSE OF OUR FOUR POINT LEAD?
Pa Pa Pa Pa
Pa Pa Pa
BALL!
PAP
HAS OUR STRATEGY ALREADY BEEN DISCOVERED? OR
A BALL, OUTSIDE, TO MY PREFERRED SPOT... EXACTLY ACCORDING TO HIS PATTERN
HE'S MORE COMPOSED THAN HE WAS WHEN HE GAVE ME THAT "FASTBALL" IMMEDIATELY AT MY FIRST AT BAT
FLING

I LOOKED AT THE SAME DATA AS ABE-KUN
NOD
THIS IS HARD
para para
sfx: LEFT
HIS PITCH CALLING AT ALL
BUT I CAN'T PREDICT
STARE
CURVE
THE SECOND PITCH IS OUTSIDE, FOR A
pas pas pas
para para
sfx: SWOOSH
sfx: WHAP
BALL!
OUTSIDE.


THE PITCH SEQUENCE IS A BIT DIFFERENT, BUT THE OUTSIDE PITCHES ARE STILL BALLS
NOW THE COUNT'S 2-0,
SO I'M GUESSING THEY'LL WANT TO PUT ONE IN THE ZONE NEXT

SWOOSH

A CHEST LEVEL SHOOT...
Z
O
M

WHICH CAN ONLY MEAN IT'LL BE INSIDE
THAT CURVE JUST NOW MADE ME AWARE OF BALLS THAT SWERVE OUTSIDE

NO, A SLIDER?!
SLIDE
OUT!
Whap
Pap
CLUNK
thud
ALL RIGHT!
DAMMIT
THE CLEANUP WAS LED AROUND BY THE NOSE.
HAS NISHIURA BEGUN TO FIGURE US OUT ALREADY?

WHY IS TAKII HESITATING .?
ROKA-SAN!
!
IT LOOKS LIKE
YOU'VE MADE GOOD USE OF THE DATA I GAVE YOU.
NICE PITCH-ING OUT THERE.
UM!
N...
NICE LEAD-ING!
Nice one second base!
Nice pitch-ing!

I'M
FINE... WITH FOLLOW-ING YOUR LEAD.
YES
YOU DIDN'T SHAKE YOUR HEAD.
NO
DID YOU WANT TO?
DOING WHAT ABE-KUN TELLS ME
IS THE BEST THING FOR ME!
THAT'S THE BEST THING.
AFT-ER ALL

I DON'T HAVE MUCH TIME...
COME ON, YOU KNOW WHAT I MEAN!
"THAT THING ?"
TAJIMA, TAJIMA!
DO THAT THING AGAIN.
HUH?
MUWAAHHH!
ACK!
STOP IT!
AL-READY!
T-CUT
WAI-T!
ah-ah!
ha ha ha
OKAY THEN, NUMBER 8!
YOU MAY BE LOW IN THE ORDER, BUT GO OUT THERE AND GET A HIT!
NOW YOU'RE RELAXED, RIGHT?!

R...
RIGHT!
THANKS!
I MEAN IT! GET ON BASE!
BOTTOM OF THE THIRD. BATTING EIGHTH FOR NISHIURA,
ALL RIGHT, I'M GONNA HIT IT!
IS LEFT FIELDER, MIZUTANI-KUN,
UNIFORM NUMBER 7
DAMN IT, BIJO
JUST YOU WATCH!
I'M GOING TO PUT A RUN ON THE BOARD!

2010 Novel Koushien

Novel Koushien is a project to create an Oofuri fanwork collection novel of 50,000 words using every possible (romantic or platonic) pairing combination between the characters of the series.

Any Oofuri fan is encouraged to participate, even if you do not normally write or draw!

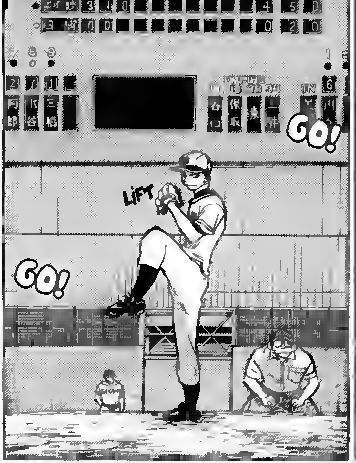
Join any time before or during Novel Koushien and help us reach our goal together (or compete against one another for prizes)!

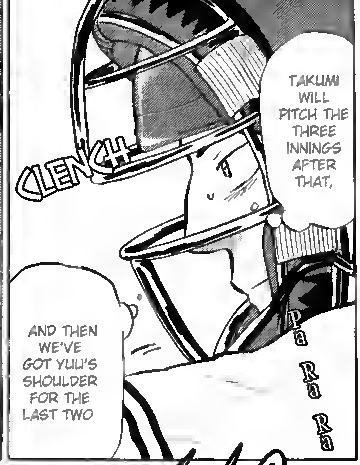
http://community.livejournal.com/novel_koushien

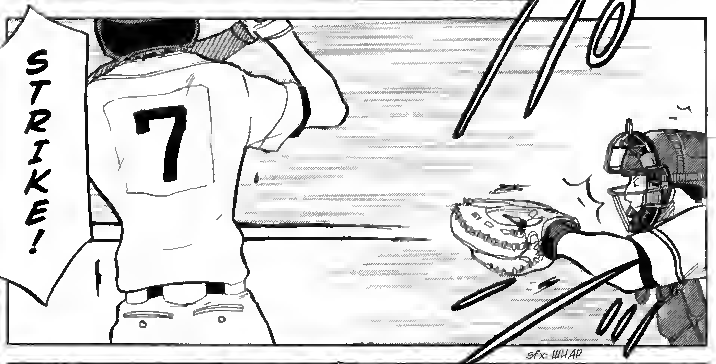
Nice Pitching!
Ookiku Furikabutte
manga and doujinshi
scanlation team
http://community.livejournal.com/nice_pitching/

THE INFIELDERS SEEM TO BE IN THE STANDARD POSITIONS,
SO,
HOW HAVE THEY SHIFTED FOR ME?
SO I GUESS I BETTER NOT HIT IT JUST OVER THE INFIELDERS' HEADS, EH?
BUT THE OUTFIELDERS? WHOA, THEY'RE PRETTY FAR FORWARD.
WOW
OH
SFX SWISH
IS THERE ANYTHING BESIDES THE FACT THAT I CAN'T HIT VERY FAR?
HM
THINK
THINK ABOUT THE BATTER THEY SEE ME AS ..
WE WON'T KNOW UNTIL WE SEE THE PITCHING MIX!
Ready!
I GET IT, I GET IT!
OH, I SHOULD WATCH THE FIRST PITCH!
PAT PAT

Pa Pa Ra
THIS SHOULD BE AN EASY INNING WITH THE EIGHTH, NINTH, AND LEADOFF BATTERS...
Pa Pa Pa Ra
AT THIS RATE, YOSHITO WILL MAKE IT THROUGH THE FOURTH INNING...
Pa Pa Pa Ra


GO!
LIFT
GO!


TAKUMI WILL PITCH THE THREE INNINGS AFTER THAT.
CLENCH
AND THEN WE'VE GOT YUU'S SHOULDER FOR THE LAST TWO
Pa Ra Ra


STRIKE!
7
SFX: WHAP

IF THEY'RE PITCHING THIS TO A KID WHO CAN'T HIT A FLY, IT MEANS ANOTHER ONE IS COMING NEXT.
GO FOR IT!
A HIGH FASTBALL, JUST LIKE WHAT IZUMI-KUN AND TAJIMA-KUN GOT
Pa Ra Ra Pa
PAT
PAT
Pa Ra Ra Pa

Stiff
A HIGH FASTBALL.
IN OTHER WORDS, IT'S THE SAME PITCH AGAIN.
Pa Pa Pa Ra
ALL RIGHT, I'M SWINGING!
CLENCH
MIZUTANI
Pa Ra Pa Ra
AND HITTING IT PAST THE INFIELDERS!
HM?
PULL YOUR ARMS IN!
PUT IT ON THE GROUND, MIZUTANI!
SFX: SQUEEZE
PULL IN?!
SW—NG!

WHOA!
IT TICKLES!
sfx: "OOH" SQUEEZE
sfx: SWOOSH
sfx: CLANG
sfx: TICKLED

SWISH
SFX: THUD
YES!
SFX: ZOOM
READY...
BANTICING!
THAT WAS REALLY SHARP!
NICE HIT!
Pa Pa Pa Pa Pa Pa Pa Pa Pa Pa
AHA!
HA HA HA!

THERE'S THAT TICKLISH FEELING AGAIN.
I THINK I'VE FINALLY STARTED TO UNDER-STAND HOW IT FEELS TO HIT WITH MY ARMS PULLED IN CORRECT-LY
fidget fidget fidget
A RUNNER WITH NO OUTS
I'VE GOT TO- TO FOCUS
No Outs!
Pa Pa Pa Pa Pa Pa Pa Pa Pa Pa Pa Pa
DON DON
sfx: Ta Ra! Pa Pa Ra!
Pa Pa Pa!
THE REASON THEY SCORED POINTS OFF US SO EASILY IN THE FIRST AND SECOND INNINGS
WAS BECAUSE THEY WERE ABLE TO READ THE BATTERY'S PITCH CALLING
sfx: SWISH
"THE BATTERY'S PITCH CALLING"
REALLY MEANS "ABE-KUN'S PITCH CALLING."
I'M REALLY NOT ANY HELP AT ALL..
IT ALWAYS BECOMES ABE-KUN'S BURDEN,
DECIDING HOW TO USE MY PITCHES
Pa Pa Ra Pa Pa Ra Pa Pa Ra
Mi Hi Shi!
Mi Hi Shi!
Mi Hi Shi!

WE MUST NOT LOSE
BECAUSE OF THOSE FOUR RUNS!
BATTING NINTH PITCHER
MI-HASHI-KUN
UNIFORM NUMBER 1
MIHASHI!
I WON'T MESS UP!
grip
A E- RUNT
DON'T LET THEM GET HIT!
FLAP
FLAP
YOUR FINGERS!
sfx JUMP

BE
HIT
YOUR
FINGERS
CAN'T
FLAP
FLAP
..
HUH?
FLAP
FLAP
WH-
WHAT
?
CAN'T
DO
IT?
FLAP
FLAP
HE-
HE
MEANS
THE
BUNT?!
SHOCK
CAN'T
DO
IT...?
I
CAN
BUNT.
I...
Pa
Ra
Ra
Ra
Pa
Pa
Pa
Pa
Pa
Ra
Ra
Ra
YES
I
CAN!
I'M
READY
!
Y-
Y-
Pa
Pa
Pa

HE DOESN'T NEED YOU TO TELL HIM TO PROTECT HIS FINGERS.
SHUT UP, ALREADY
ARGH! DON'T LEAN OVER SO FAR!
GAH!
Pa Pa Pa Pa
Pa Pa
AND THEN I'LL BAT IN A RUN!
MIHASHI WILL CREATE AN OPPORTUNITY
Pa Pa Pa Pa Pa Pa
M-MASH!-
IT PISSES ME OFF THAT ABE CONSIDERS MIHASHI A COMPLETE IDIOT.
GIVE HIM SOME CREDIT.
THOUGH, HE IS ONE
THIS BATTER MIGHT NOT BE ABLE TO BUNT TOWARD FIRST
M-MASH!-
M-MASH!-
PAT
PAT
WE WON'T MAKE IT EASY FOR YOU.

MAYBE I'LL HAVE HIM POP UP A HIGH BALL
CLENCH
PAPAAPA
I WANT TO SQUEEZE A SLIDER IN TOWARDS HIS CHEST.
HE'S REALLY HANGING OVER THE PLATE
PAAAA
PAT
PAT
BUT THIS GUY'S THE PITCHER.
TWIST
I...
I...
I CAN BUNT.
PAAAA
NICE PITCHING!
PAPAAPA
CL
UNK

ABE-KUN
TO BLAME HIMSELF!
MORE THAN FOUR RUNS
I... DON'T WANT
TENSE
WE'RE GOING TO SCORE
patapa

swoosh
CLUNK

WE CAN GET THE RUNNER OUT!
YES! IT WENT TO THE PITCHER!
BAM
WHOA!
HE'S THROWING TO SECOND!
SECOND!
TURN

WHOOOOSH
MIZUTANI-KUN!
SAFE!
WHEW~
IS HE A COMPLETE IDIOT?!
CLAP CLAP CLAP
THAT WAS A BIT OF A... RISKY PLAY.
NICE BUNT!
TH-
THANK GOODNESS!
NICE BUNT!
NICE BUNT!

I THOUGHT MIYATA HAD GOOD JUDGMENT ABOUT THAT SORT OF THING
IT'S NOT LIKE WE'RE IN A SITUATION WHERE WE NEED TO TAKE RISKS
WHA-?
...
AND NOW HE'S LET THE CRAPPY EIGHTH AND NINTH BATTERS BOTH GET TO BASE SAFELY!
WASN'T HE THE REGULAR CATCHER WHEN YOU PLAYED US?
THE RIGHT FIELDER, MIYATA.
HOW CAN I SHOW MY FACE TO MIYATA
AFTER THAT FIELDER'S CHOICE?
NOT GOOD
HIT IT
ZU! MI!
paa pa
paa ta

Fielder's Choice: A player reaching a base due to the defense's attempt to put another runner on their subsequent base out

HIT IT!
SWISH
SWISH
HIT IT!
Zu!
Mi!
DON'T PANIC
BASED ON PREVIOUS GAMES,
HE WON'T START GIVING INSTRUCTIONS IF WE'RE AT LEAST TWO RUNS AHEAD
Paa ta
YOU DID IT, MIZUTANI! MIHASHI!
Paa Pa
I'LL BRING YOU GUYS HOME!
Paa ta
IZUUUUMMMM!!!
A BUNT
HIT IT!
Pat
Pat
HIT IT!

OKAY!
THIS GUY ISN'T GOING TO BUNT EVEN IF RUNNERS ARE ON BASE.
HM HM HM
#ATTING FIRST, CENTER FIELDER, IZUMI-KUN, UNI-FORM NUM-BER 8
COACH'S ASSESS-MENT IS TO HAPPILY TAKE ADVANT-AGE OF BEING UNDER-ESTIMATED.
SCHUNCH
SCHUNCH
HM HM HM
THE OUT-FIELDERS ARE FOR-WARD, OF COURSE.
FU KU KU
NORMALLY IN THIS SITUATION, IT WOULDN'T BE UNUSUAL FOR THEM TO PREPARE FOR A BUNT.
BUT THEY'RE IN THEIR NORMAL DEFENSIVE POSITIONS
HIT A HOME RUN!
THEY DON'T THINK I'LL BUNT.
HIT A HOME RUN!
Lead!
Lead!
U- ZU! MU!

AND IF THEY THROW ME A HIGH ONE LIKE I HAD DURING MY FIRST AT-BAT...
AND THE RUNNERS ARE MIZUTANI AND MIHASHI.
UM...
I'LL MAKE SURE TO GET THAT BUNT.
UNDERSTOOD
I'LL DEFINITELY

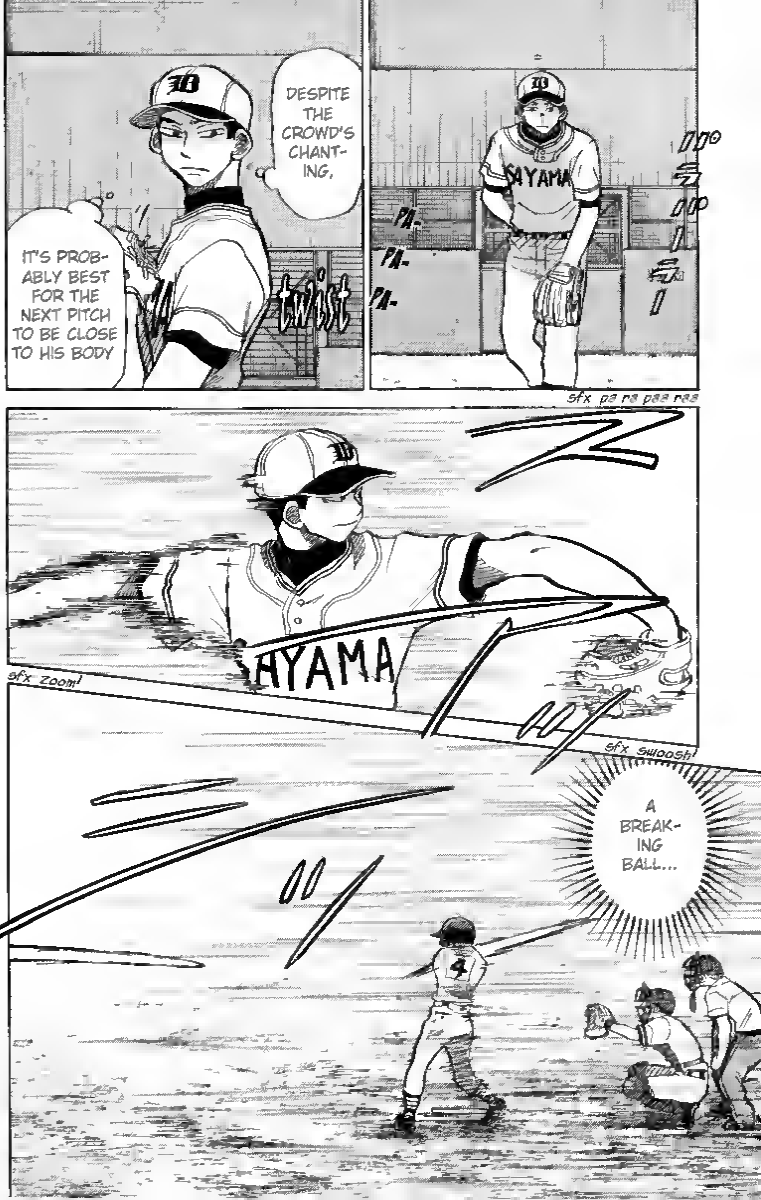
sfx: lift

CLUNK!
PUT IT ON THE GROUND!

TO FIRST!
HE BUNT-ED?!
OUT!
STAMP
sfx dash!
ONE OUT, RUN-NERS ON SEC-OND AND THIRD.
CLAP CLAP CLAP
NICE BUNT!
IZU-MI-KUN,
IS-
IS REALLY GOOD

COACH!
SO, THEY HAD THE LEADOFF BUNT
THE SECOND MAN IS UP NEXT
NISHIURA USED A SQUEEZE PLAY AGAINST TOSEI
BE ON THE LOOK-OUT FOR ONE HERE.
PAT
PAT
PA RA PA RA PA-
PAT
PAT
BUT ...
DON'T BE SO CAUTIOUS THAT YOU END UP WALKING THE BATTER
PA PA RA-
PA PA RA-
IT'S NOT A SQUEEZE!
..HM?
Nishiura
PA RA RA-
!
PA RA RA-

IF I DON'T HIT IT, THERE'S STILL THE OPTION OF THE SQUEEZE AFTER THAT.
OKAY!
AIM TO HIT THE FIRST BALL, EH?
PA PA RA-
EVEN THOUGH THE OTHER TEAM WILL BE ON THE LOOKOUT FOR A SQUEEZE PLAY...
WE'VE NEVER TRIED FOR ONE ON THE FIRST PITCH UP TO NOW
PA PA RA-
PAT
PAT
PA RA PA RA PA-
THERE'S A GOOD CHANCE THEY'LL THROW A STRIKE FIRST, TO GET AHEAD IN THE COUNT.
I WONDER WHAT THEY'LL THROW
BUT... I WANT TO HIT IT LIKE I DID DURING MY FIRST AT-BAT
RA PA RA PA-
I THINK HE'LL GO FOR THE PITCH HE HASN'T THROWN...
A SHOOT!
ALL RIGHT!
I'LL GAMBLE ON IT BEING A BREAKING BALL AND SWING THROUGH
YOU HAVE TO HIT IT!
THE OUTFIELDERS CAME FARTHER FORWARD
SINCE I HIT A FASTBALL LAST TIME
PLAY BALL!
WHO'S GONNA HIT IT?!
PA- PA- PA
RUNNER ON THIRD!
WHAT'S HE SMILING FOR?


DESPITE THE CROWD'S CHANTING,
IT'S PROBABLY BEST FOR THE NEXT PITCH TO BE CLOSE TO HIS BODY
twist
SAYAMA
Pa-
Pa-
Pa-
sfx pa ra paa raa
SAYAMA
sfx Zoom!
sfx swoosh
A BREAKING BALL...

A SHOOT!
U-
WAH!
THIRD BASE!
sfx: CLUNK
sfx: CURVE

AND THE RUNNER ON THIRD?!
IT'S GOING PAST THIRD!

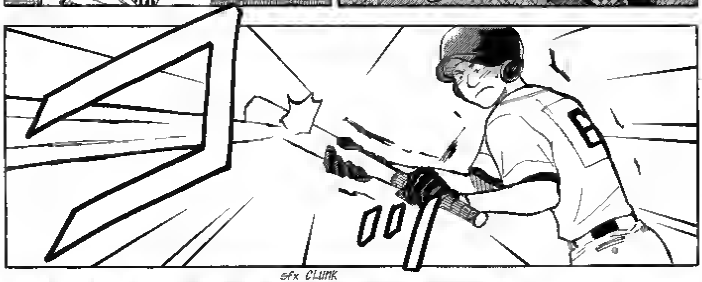
GO!
DASH
NISHI-HIRO?
SFX: WHAP
SFX: THUD
CRASH

ONE RUN!
Nishiura

(left) I can't let my brother greet? (right) Amazing! Amazing!

EXCELLENT! THAT TURNED OUT WELL!
PAT
PAT
RUN
RUN
RUN
NOW IT'S ONE OUT WITH RUNNERS ON FIRST AND SECOND!
SO THEY DON'T KNOW THE SCHOOL SONG YET.
WELL, THEY'RE ALL FIRST YEARS.
AREN'T THEY SUPPOSED TO SING THE SCHOOL SONG WHEN A RUN IS SCORED?
HEY!
SO THEY SING THE SCHOOL SONG WHEN THEY SCORE POINTS?
HEY!
Hmm... They're First years?
THEY'RE SO SMART!

AND BARRING ANY MISTAKES WE'LL GET IT
pat
pat
sfx TWIST
MAKE SURE TO DO YOUR PART SUYAMA-KUN!
AIM FOR A GROUNDER
HERE, THE PRIORITY IS TO GET AN OUT
Pig Pig Pig


sfx CLUNK

FIRST!

OUT!
TWO OUTS, RUNNERS ON SECOND AND THIRD!

HE'S UP, HE'S UP!

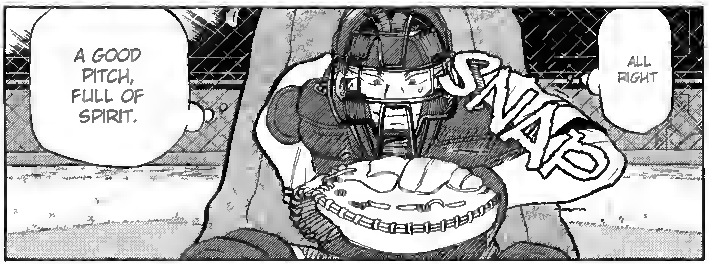
YEAH!
BATTING CLEANUP, THIRD BASEMAN, TAJIMA-KUN

GET US ONE, TAJIMA!
Go And Hit It!
WE'RE COUNTING ON YOU!
SWING AWAY.
HE'S IN THE CLEANUP SPOT, AFTER ALL
HE'LL PROBABLY SWING HERE.
pat
pat
Pa Pa
THIS GUY
MADE THREE SAFETY BUNTS DURING THE THIRD MATCH.
Pa Pa Ra Pa Pa Ra Pa Pa
THEN AGAIN...
OF ALL THE NISHIURA MEMBERS HE'S THE ONLY ONE THAT'S REALLY ANYTHING SPECIAL.
Pa Ra Pa

WE HAVE TO SHUT OUT TAJIMA.
COME ON TAJIMA!
Papapapa Ra
TO SUPPRESS THIS TROUBLESOME TEAM OF FIRST YEARS ON A WINNING STREAK...

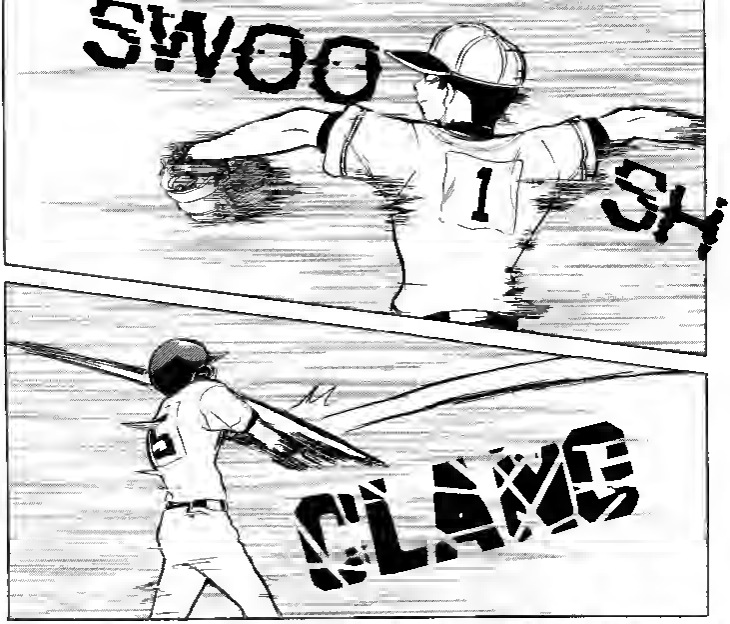
etc. TENSE
HE'S WINDING UP!
NOUYAMA
DO THIS, FOR THE SAKE OF THE PITCHERS AFTER YOU, TOO!
Papapa Ra
YOU'RE OUR ACE.
!
THERE ARE RUNNERS YET...!
Pa
YOSHITO
Papapa Ra
TWITCH!
Papapa Ra

SWOOOSH
SSSH
SWOOOSH
Whap


A GOOD PITCH, FULL OF SPIRIT.
ALL RIGHT
UNAD

IF HE MAKES CONTACT, IT'LL MAKE IT PAST THE INFIELD FOR SURE
STILL, HIS SWING WAS GOOD
Tōjima
Goooo!
GO!
HIS TIMING IS OFF.
fling
NOT SURPRISING, SINCE THAT WAS YOSHITO'S FIRST FASTBALL THIS GAME.

FWIT
07
TENSE
WE'LL MESS WITH HIS TIMING
ZO-OOO-Om
A CHANGE-UP!
PAK
STRIKE!
IT'S NO USE BAITING HIM LIKE THAT
SO, WHAT'S NEXT, ANOTHER FASTBALL? OR THEIR DECIDING PITCH?
paapara
paapara


SWOO
SH
1
CLAME

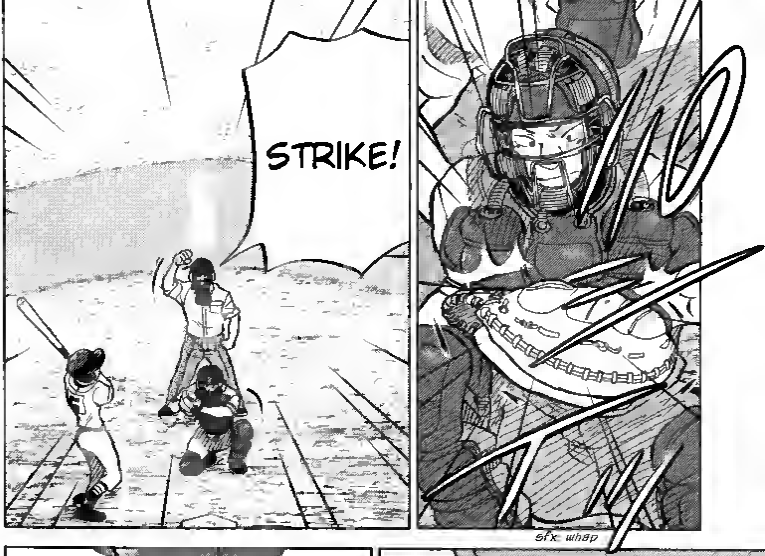
WOW!
W-
Pa pa pa

Pa pa pa
A SHOOT, EH?

SMASH
!

STARE
Go Tajima!
SO FAR, HE'S PITCHED ME
Whap
A FASTBALL, A CHANGEUP, AND A SHOOT.
pat pat
paapata
THIS GUY HAS FOUR DIFFERENT PITCHES
COUNTING THE FASTBALL,
paa pa
swoosh
Paapa ta
TENSE
THE ONLY ONE LEFT IS...

THE SLIDER!
sfx: Zoom
AH!
CURVE
THAT'S ...!


STRIKE!
SFX: whap

YOU PLACED IT PERFECTLY!
NICE PITCHING!
YES!
CLENCH
ARENT YOU LAYING IT ON A LITTLE THICK, TAKESHI?!
NO, I'M SERIOUS!
Scrunch
SAYAMA
SAYAMA
Scrunch

SCRUNCH
THANK GOOD-NESS
WE HELD THEM TO ONE RUN
SCRUNCH
Hmm-hmm
SCRUNCH
EVEN A PRO MIGHT HAVE TROUBLE PLACING IT SO SWEETLY!
Hum-huh
SCRUNCH
BLINK
THAT BEING THE CASE, I'M STILL OKAY THEN, RIGHT?
SCRUNCH
SCRUNCH
SCRUNCH
WHAT THE?

SHOOT AND SLIDER.
FASTBALL, CHANGE-UP,
THE PITCHES?
I'M SORRY!
SO THEN,
NOW YOU'VE SEEN ALL OF HIS PITCHES, RIGHT?
TOP OF THE FOURTH INNING BATTING SIXTH FOR BIJO DAI SAYAMA IS
TEAM 1 2 3 4 5 6 7
YES!
Nishiura

HEY, ROKA.
WHY
DID YOU MAKE KURATA YOUR STARTING CATCHER INSTEAD OF MIYATA?
LEFT FIELDER, KITAMURA-KUN
BECAUSE KURATA WAS BETTER
WHAT EXACTLY DO YOU MEAN BY "BETTER"?
I'M INTERESTED IN WHAT QUALITIES YOU LOOK FOR IN A CATCHER

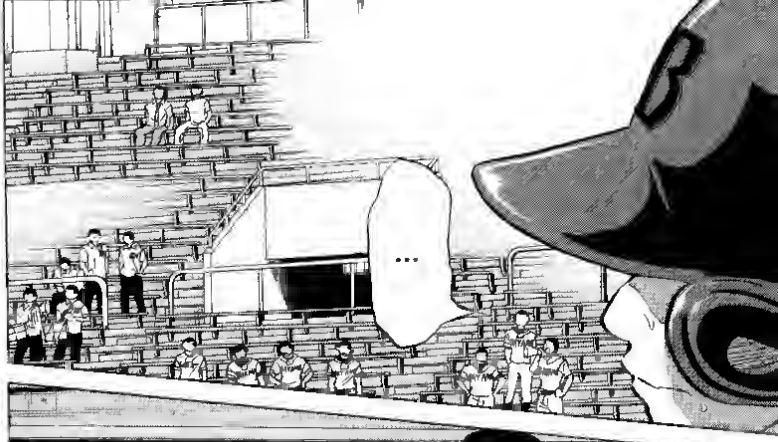
CLAP CLAP CLAP!
TAP
Pa pa pa pa Paa ta ta
NICE ONE, LEFT!
CLANG

TCH AGAIN?
THAT'S THE FOURTH OUT IN A ROW SINCE THE LAST INNING
SUDDENLY, THEY CAN'T HIT THE BALL
WHAT SORT OF STRATEGY DID YOU FORMULATE FROM THE INFORMATION YOU GOT FROM ME AND RIO?
BATTING SEVENTH, FIRST BASEMAN MATSUSHITA-KUN
AS IF I'D TELL SOMEONE WHO'S NOT ON OUR TEAM
THUD

HUH?
AGAIN
paa
pa taa
SHUT UP
THERE GOES THE FIFTH ONE
AHH
paa
UNIFORM NUMBER 2.
paa paa taa
BATTING EIGHTH, CATCHER, KURATA-KUN
pa taa paa
NONE OF THE GUYS WE'VE GOT NOW ARE PARTICULARLY GOOD OR BAD TEMPERED. THEY'RE ALL JUST NORMAL.
JUST NORMAL
THEN HE MUST REALLY SEE SOMETHING IN YOU, EH, ROKA?
OKAY.
THEN WHAT'S KURATA'S PERSONALITY LIKE?
paa pa
HUH? PERSON-ALITY?

HUH?
HE KEEPS LOOKING UP HERE AT YOU.
YOU...
WOULDN'T BE GIVING SIGNS FROM UP HERE IN THE STANDS, WOULD YOU?
DON'T BE RIDICULOUS.

YOU'RE ANNOYING, GET OUT OF HERE
Hit it!
Hit it!
YOU LOST IN THE FIRST ROUND
THIS HAS NOTHING TO DO WITH YOU ANYMORE!
CLANG
CLAP CLAP CLAP
PAP
NOT GOOD
ANOTHER STRIKEOUT
SCRUNCH
DAMN!


...

THERE'S NO WAY I'M LEAVING.
IF YOU'RE GOING TO BE THAT SENSITIVE..

run
run
DID WE OVERDO IT?
AFTER TWO INNINGS WITH NO HITS THEY MIGHT REVISE THEIR STRATEGY
rattle
TEAM 1 2 3 4 5
美承狭
丙 浦
BUZZ
BUZZ
BUZZ
BUZZ
BADUM
YOUR PITCH COUNT IS HIGHER THAN NORMAL
IS THIS PACE OKAY?
HEY
turn
THAT HE ESPECIALLY WANTS TO WIN TODAY?
COULD IT BE
THAT REMINDS ME HE'S BEEN SAYING THAT SINCE THIS MORNING
BECAUSE IF WE WIN WE'LL BE IN THE TOP 5?
TODAY
I WANT TO WIN,
SO...
I'M FINE!
I-
I-
TODAY
...

WHEN YOU BUNT, DON'T HANG OVER THE BASE TOO MUCH.
I TOLD YOU,
THEN THAT'S ALL THE MORE REASON TO AVOID INJURIES, OKAY?
HARD BALLS ARE SCARY YKNOW.
splunk
TOP
RIGID
Nishiwa
WELL I GUESS I WON'T PRESS HIM ABOUT IT
HM
NOD
NOD
CAN YOU GET IT IN YOUR HEAD ALREADY?
PITCHERS AREN'T VERSED IN THE ART OF DECEPTION
COMPARED TO OTHER POSITIONS...
splosh
JUMP
ZAP
HUH?
BADUM
I SHOULDN'T HAVE COVERED THE BASE SO MUCH...
OH.
SPLURT

spin
spin
?!
AH,
I LOOKED AWAY!
ALL RIGHT!
WHAM
I'LL BRING A RUN IN THIS INNING, TOO!
BADUM
COME ON!
TELL HIM AGAIN!
WHY AM I AVOIDING HIM NOW!
EH?
WHAT ARE THEY—
HE PULLED THEM BACK
whip
EH?
WHAT'S WITH THE HANDS
peer
I WANT US TO WIN TODAY
I WANT
CLENCH

PRESSURE'S PILING UP!
Plunk
Nishii
HANAI-KUN, IF YOU GET US POINTS,
WE'LL WIN!
HA-
SHOW ME YOUR STRENGTH!
5
catch
PULL THE BALL, OKAY?
clunk
HANAI!
...EH?

Nice Pitching!
Ookiku Furikabutte
manga and doujinshi
scanlation team
http://community.livejournal.com/nice_pitching/

2010 Novel Koushien

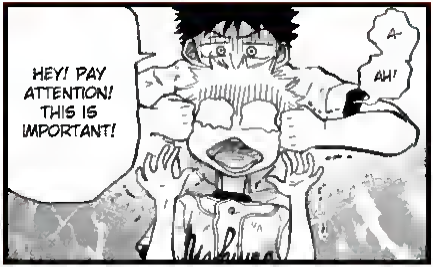
Novel Koushien is a project to create an OoFuri fanwork collection novel of 50,000 words using every possible (romantic or platonic) pairing combination between the characters of the series.

Any OoFuri fan is encouraged to participate, even if you do not normally write or draw!

Join any time before or during Novel Koushien and help us reach our goal together (or compete against one another for prizes)!

http://community.livejournal.com/novel_koushien

HELP WANTED!



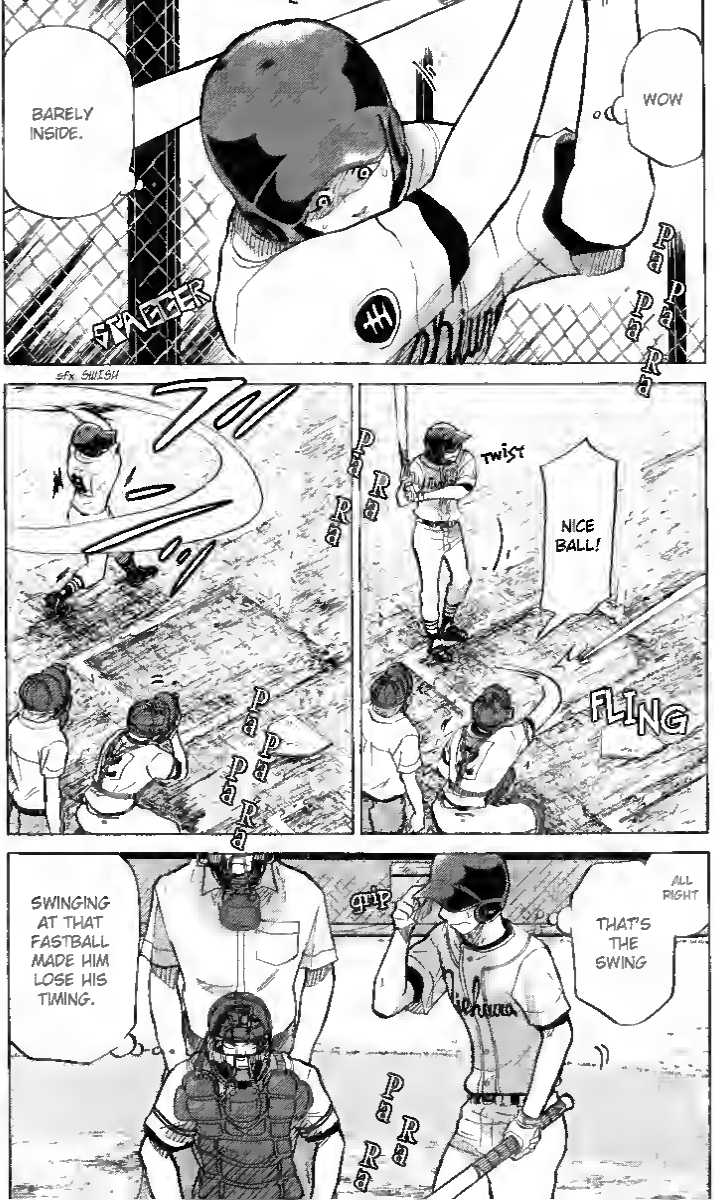
Nice Pitching! is currently looking for CLEANERS and TYPESETTERS to help us in our mission to continue bringing Oofuri to each and every fan! If you're interested in joining our team, please feel free to send an email to dveoit@gmail.com or leave us a comment!

http://communitylivejournal.com/nice__pitching/

BOTTOM OF THE FOURTH INNING, NISHIURA HIGH SCHOOL'S OFFENCE
LOOK, HANAI.
WHEN IT'S YOUR AT-BAT, THE OUTFIELDERS ARE IN THE STANDARD POSITIONS
Nishiura
SWING
BUT IF YOU WASTE YOUR POTENTIAL BY DOING SO, IT'S MEANINGLESS
READY!
HITTING TO CENTER IS IMPORTANT,

GOT IT!
GO GET A HIT!
BATTING FIFTH, RIGHT FIELDER, HANAI-KUN
UNIFORM NUMBER 9
Nishiura
Nishiura
PPPP

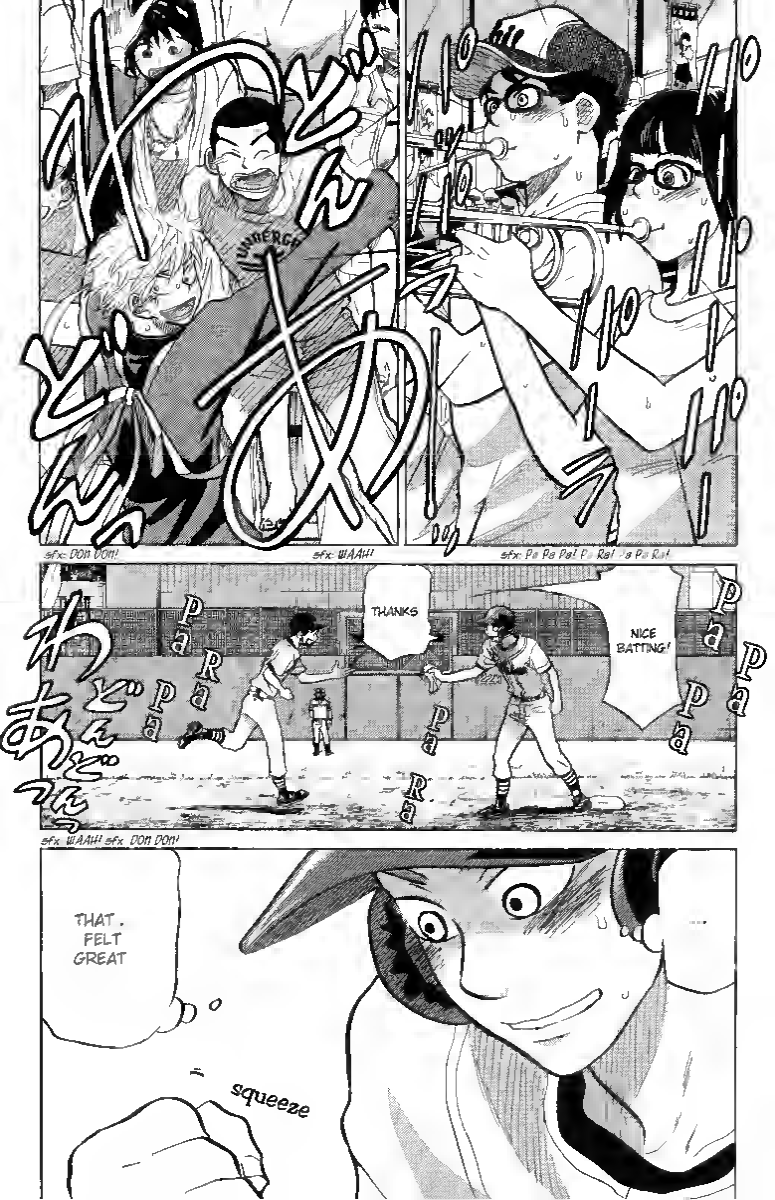
DURING MIDDLE SCHOOL, I USED TO HIT PAST THE THIRD BASEMAN QUITE OFTEN.
SECOND AND SHORTSTOP HAVE MOVED TOWARDS CENTER FIELD.
THIRD'S LEANING TO THE INSIDE AS WELL
Pa Pa Pa
Pa Pa Pa Pa
RIGHT AROUND THERE!
GO!
GO!
I'LL AIM
sfx: SWOOSH
sfx: WHAP
sfx: SWISH


BARELY INSIDE.
WOW
Pa Pa Pa
STALKER
sfx SWISH
Pa Ra
Pa Pa Pa Ra
TWIST
NICE BALL!
FLING
SWINGING AT THAT FASTBALL MADE HIM LOSE HIS TIMING.
grip
ALL RIGHT
THAT'S THE SWING
Pa Ra Ra

CRAP.
CLENCH
I'M ENJOY-ING THIS !
OUTSIDE
Pat
Pat
THE SAME PITCH.
GRASP
VICTORY!
lift
SAYAMA
SFX: SWOOSH
SAYAMA

HAAH!
sfx: CLANG
sfx: ZOOM
sfx: THUD
WHOA!

THIRD!
PAD
SFX: WAAH! AAH! AAH!
まっまっ
まぁあ
まぁあ


どん
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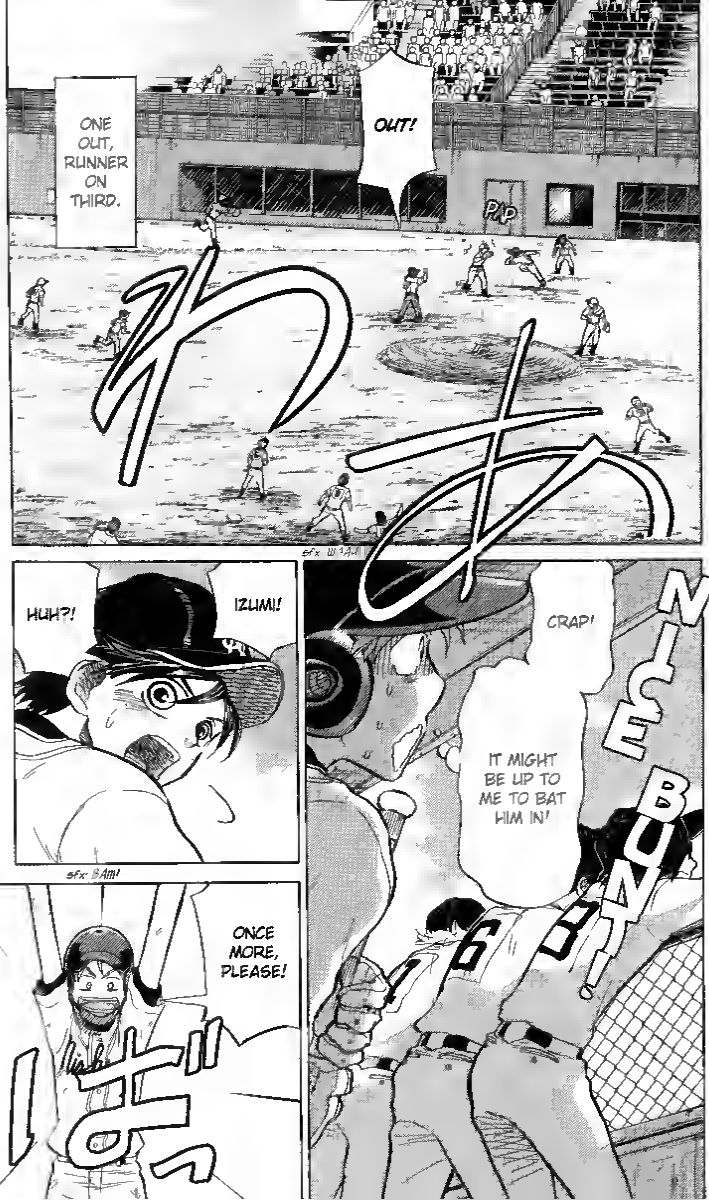
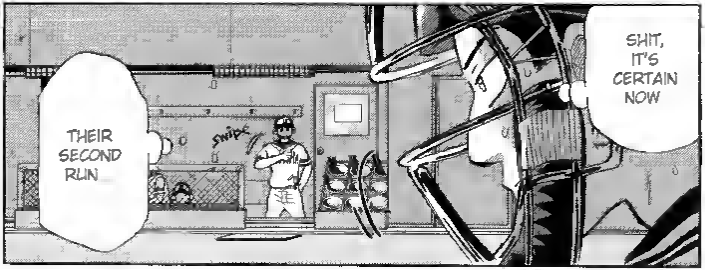
AND TO BE able TO MAKE A SHARP PITCH TRAVEL SO FAR!
Pa Pa Pa
MY, MY, HE PULLED THE BALL, EH!
PAT
Pa Pa Pa
TOTAL
-PAT
I DIDN'T KNOW HE HAD IT IN HIM
FOLLOWING MIZUTANI-KUN IN THE THIRD INNING,
shudder
shudder
THESE HIGH SCHOOL KIDS CERTAINLY DO IMPROVE AT A RAPID PACE!
sfx: PA PA PA! PA PA PA!
OKI-KUN, IT ALL DEPENDS ON YOU NOW!
Oki!
I HAVEN'T HIT MUCH DESPITE BEING SIXTH
I'VE GOT TO AT LEAST GET A BUNT HERE
Oki!
Oki!

WE HAVE A THREE RUN LEAD HERE, YOU KNOW SHOULDN'T GETTING OUTS BE THE PRIORITY?
A FAST-BALL?
twist
Pa Ra Pa Pa Ra
I DON'T WANT ONE OUT WITH A RUNNER ON THIRD
LET'S GIVE HIM A HIGH AND FAST ONE!
pat
pat
EVEN MIHASHI MANAGED TO DO IT.
Ra!
sfx: CLINK!
DON'T BE AFRAID!


ONE OUT, RUNNER ON THIRD.
OUT!
P/P
sfx: WHAM
HUH?!
IZUMI!
CRAP!
IT MIGHT BE UP TO ME TO BAT HIM IN!
NICE BUNT!
sfx: BAM!
ONCE MORE, PLEASE!

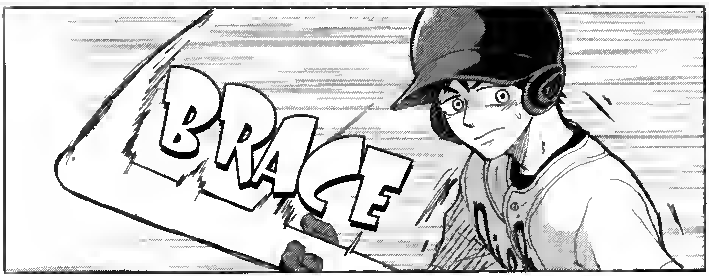
WE'VE GOT TO GET A RUN HERE, NO MATTER WHAT!
PAT
AAH HA HA HA HA
PAT
YOU GOT IT!
THU
DOI

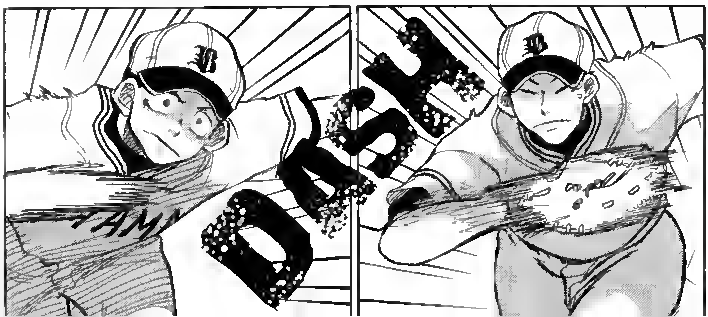
sfx: GAH!

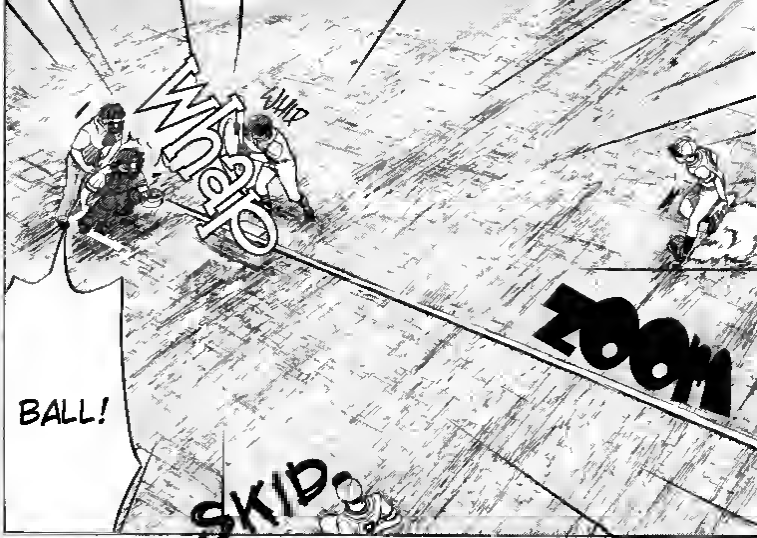

THEIR SECOND RUN
SHIT, IT'S CERTAIN NOW

DURING THE THIRD INNING, THEY HAD RUNNERS ON SECOND AND THIRD WITH THEIR SECOND BATTER, WHO'S A GREAT BUNTER, AT-BAT AND THEY STILL DIDN'T GO FOR A SQUEEZE
LOOK
PAT
PAT
SHIT
TO GET AN OUT ON THE BATTER OR RUNNER
IT'S ENOUGH

Creep
squint
NEXT UP IS THE SEVENTH BATTER WITH A HIGH BATTING AVERAGE.
Pa pa pa pa
AND DOWN THREE RUNS, HE'LL DEFINITELY BE SWINGING!
A-be!


BRACE


DASH
YAMA


WHAM
JUMP
ZOOM
BALL!
SKID

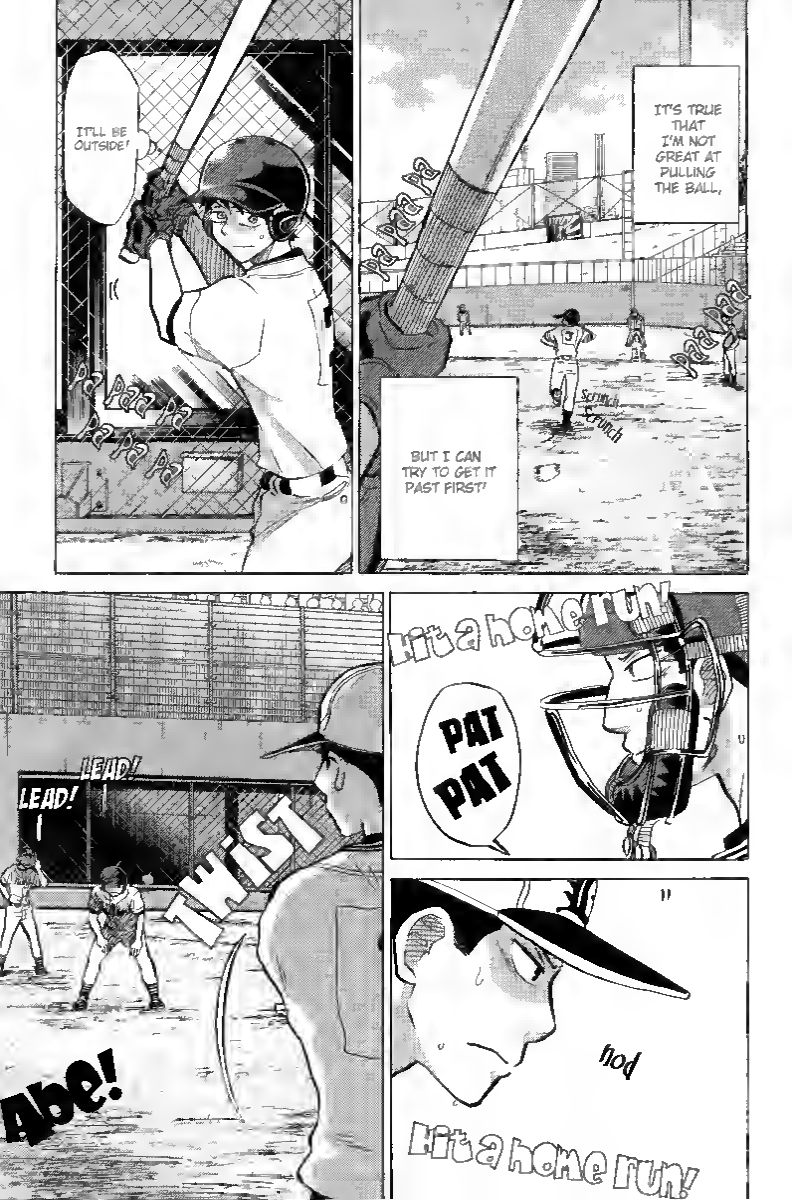
THAT'S YOUR WEAKEST POINT, TAKESHI!
WHAT'S THAT IDIOT CALLING A BALL FOR?!

IF THEY MAKE A MISTAKE WITH ABE-KUN, AND THE COUNT ENDS UP IN OUR FAVOUR,
HE'LL DEFINITELY GET A HIT!
YES, THEY MISSED!

SERIOUSLY?
IT WON'T BE A SQUEEZE?

HIT IT!
COACH'S SIGNS ARE ABSOLUTE!
SAYAMA
HIT IT!
Pad Pad Pa
...
SHIT
PAT
PAT
IF YOU KEEP CALLING RISKY PLAYS,
B
THE TEAM WILL LOSE FAITH!
IF I HESITATE,
Abe!
BRACE
COACH MIGHT ASK YOU TO STEP DOWN, Y'KNOW

STRIKE!
Whap
zoom
SWOOSH
SAYA
THEY SHOULDN'T BE AS CAUTIOUS AGAINST ABE-KUN AS THEY WERE FOR TAJIMA-KUN.
THAT MAKES IT 1-1
pat
PaPaaPa
Idit it
Pat
ALL THE PITCHES HAVE BEEN ON THE OUTSIDE
DON'T WORRY JUST WATCH THE NEXT ONE IT'LL BE A STRIKE!
Pacha
abe
Idit it
Idit it

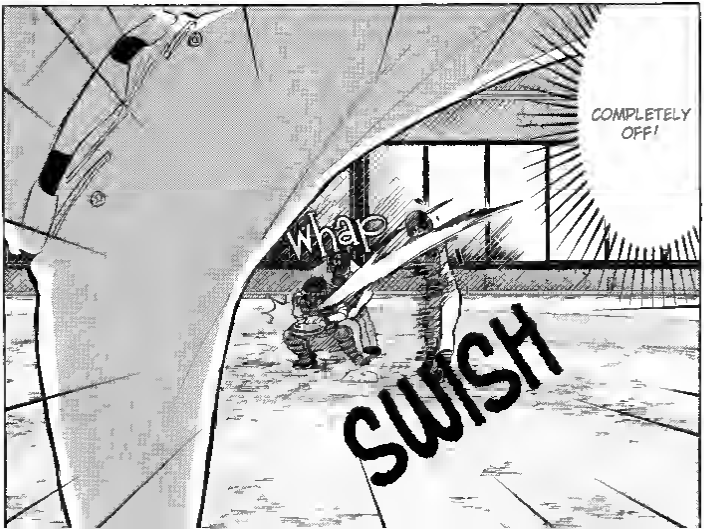

IT'LL BE OUTSIDE!
Pa Pa Pa
Pa Pa Pa
IT'S TRUE THAT I'M NOT GREAT AT PULLING THE BALL,
Pa Pa Pa
Pa Pa Pa
Scrunch Scrunch
BUT I CAN TRY TO GET IT PAST FIRST!
LEAD!
LEAD!
TWIST
Abe!
Hit a home run!
PAT PAT
"
nod
Hit a home run!

SLIDE
SWOOSH
SWISH
WHAP

RUNNER ON THIRD, RUNNER ON THIRD
RIGHT!
STARE
HIT A HOME RUN!
RELAX, BATTER!
pat pa
RUNNER ON THIRD
RUNNER ON THIRD!
THE SECOND PITCHER'S COMING OUT?
EH?
HIT A HOME RUN!
SEEMS LIKE HE LIKES PLAYING MIND GAMES
HIT IT!
HIT IT!
ABE!
BUT THERE ARE STILL NO SIGNS OF A SQUEEZE PLAY.
ABE!
THIS IS THE LAST INNING TAKENOUCHI IS GOING TO PITCH.
twist
HE'LL BE ALL FIRED UP, THEN.

HIT IT!
IT LOOKS LIKE THEY THINK THE SEVENTH BATTER CAN GET A HIT OFF ME
AAABE!
HIT IT!

YOUR FEMALE COACH'S EVALUATION IS...
SW
OOSH
SORRY, BUT...


COMPLETELY OFF!
whap
SWISH

INFIELDERS THROW TO FIRST BASE!
TWO OUTS!
N-NICE PITCH!
STARE
Ooooooh!
Oooh!
PAP
Ooh!
sfx crowd noises
GO FOR IT!
YOU HIT ONE EARLIER, MIZUTANI!

Heel
TODAY
I'M NICE-BATTING-MIZUTANI!
SQUEEZE
MIZUTANI-!
BATTING EIGHTH, LEFT FIELDER, MIZUTANI-KUN
UNIFORM NUMBER 7
Papaapa Paapara
READY!
Papaapa
Lift
SAYAMA
AND OUR VIDEO FOOTAGE HE PROBABLY JUST GOT LUCKY EARLIER.
CONSIDERING HIS BATTING AVERAGE
Pappara
Paarara
LET'S GO WITHOUT CHANGING THE PITCH CALLING!
Iaaa
TENSE

SFX whap
SFX zoom
SFX swish
MOMO-KAN IS GLARING AT ME
Pa-pa-pa-pa
TOO HIGH!
Pat
HIS SWING MIGHT HAVE IMPROVED, BUT HIS BATTING EYE IS STILL HOPELESS
WHAT WAS THAT SWING?
Pa-pa-pa-pa
Mizutani!
HE WASN'T WATCHING THE BALL AT ALL!
pat
pat
Pat
Iwa
MIHASHI IS UP NEXT, SO GET THE RUNNER BACK HOME!

WATCH IT CAREFULLY!
LOOK CAREFULLY, CAREFULLY!
HIGH AND
PUT IT IN THE STRIKE ZONE THIS TIME
para
pat
pat
Hit !!!!!
LOOK CAREFULLY
IF YOU'VE GOT BAD EYES, WATCH IT CLOSELY!
A FIELD OF WHITE!
SWI
GRIP
CAYA
OOSH
Uwaaaah!

sfx: Wash!
sfx: clang
HE HIT IT!

sfx dash
sfx zoom
THE SECOND RUN!
sfx illusion!

GIVE ME A NORMAL ONE!
A HIGH FIVE, A HIGH FIVE!
Don't shrink away!
GAH
JUMP
HERE!
YEAH, WE BROUGHT A RUN IN!
I CAN'T STAND IT
THAT ORCHESTRATED ACTION WAS SO EMBARRASSING
OH GOD
GOT A RUN AND HIGH FIVE
CLAP
NICE BATTING!
DON DON DON
clench

MIZUTANI DID WELL!
BECAUSE HE WAS TICKLED?!
WHAT ABOUT THOSE WHO AREN'T TICKLISH?
IF IT'LL HELP THEM HIT, DO IT!
EH?!
TICKLE EVERYONE FROM NOW ON?!
WHAT SHOULD WE DO?
START
SAME HERE
I'M NOT TICKLISH UNDER MY ARMS AT ALL
YOU SEE
EH!?
What's up?
IT'S CALLED "BEING NORMAL"
HEY.
...IT'S NOT.
Huah!
That's really weird!

ARMS!
Squeeze
MIHASHI!
PULL IN YOUR ARMS!
sfx swish
BUT
NINTH BATTER MIHASHI STRIKEOUT
sfx whap
TEAM 1 2 3 4
美丞狭 3 1 0 0
西浦 0 0 1 1
Chat
Strike
Chat

KURATA ONLY LOOKS AT THE STANDS WHEN HE ENTERS OR LEAVES THE BENCH
HE'S NOT MAKING ANY WEIRD MOVEMENTS
HUH
AM I THINKING TOO MUCH?
EVEN IF I CAN'T HIT,
OTHERS CAN STILL SCORE
SECOND!
WE GOT BACK
SHORTSTOP!
THIRD!
ANOTHER RUN

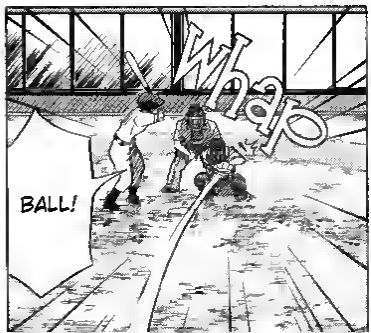
LET'S DO THIS!
FIFTH INNING!
PITCHER!!
3
Nishiura
sfx: Hesaah!
BATTING NINTH, PITCHER, TAKENOUCHI-KUN
UNIFORM NUMBER 1
READY!
SAYAMA
FIFTH INNING, BIJO DAI SAYAMA HIGH SCHOOL'S OFFENSIVE
THIS IS WHAT A "TEAM" MEANS.
おお
Nishiura
おお
BEFORE THE CHANGEOVER, I LET A RUN SLIP

HE THREW A STRAIGHT FOR YOSHITO'S FIRST AT BAT,
SO HE'LL START WITH BREAKING BALLS
IT SEEMS LIKE OUR PLAN'S BEEN DISCOVERED
BUT IF I CAN GUESS WHAT'S COMING, I CAN HIT HIS PITCHES!
INSIDE SLIDER!
SQUINT
THEIR PATTERN IS DIFFERENT FROM EARLIER
SWOOSH

IT'S COMING IN!
A BALL?!
CURVE
NO!
sfx clang
pap
THUD
Say it on three!
CLAP CLAP
OOH!
YOSHITO HIT IT!

DON DON
Paapaapaa
ONE RUNNER
WITH NO OUTS
LEADOFF, SHORTSTOP, KAWASHIMA-KUN
UNIFORM NUMBER 6
NO OUTS, RUNNER ON FIRST KAWASHIMA'S UP!
DON
Paapaapaa
READY!
SAYAMA
I'LL BE GRATEFUL IF HE BUNTS, BUT HE'LL PROBABLY GO FOR A HIT.
SAYAMA
Nice batting
Papapa

Pappapaa
BUT THEY'VE ONLY HAD FIVE MINUTES TO REALISE THAT!
LOOKS LIKE THEY'VE NOTICED THAT I'M USING THE OPPOSITE OF THE BIJO GAME PLAN
TAKENOUCHI ALSO SWUNG AT HIS FAVOURITE COURSE
Pappapaa


Wap
BALL!

Wiff
Pappapaa

BUT IN THIS PITCHER'S CASE, IT'S NOT BECAUSE HE MISSED THE PLACEMENT
IT'S STILL HARD TO BELIEVE,
HE STARTED OFF WITH A BALL
Para
FLING
Papapa
Papapa
SWOOSH
Uehara
IF YOU DIDN'T KNOW ABOUT THIS PITCHER'S CONTROL,
Papapapa
SCRAPE
Papapapa
YOU'D AUTOMATICALLY SWING AT THE NEXT PITCH.
THIS WAS ALSO DELIBERATE
BALL!
Whap

ACCORDING TO THE DATA, WHEN IT'S 2-0, THEY THROW A BREAKING BALL INTO THE STRIKE ZONE THAT ORIGINALLY LOOKS TO BE A BALL
IN OTHER WORDS, IF IT'S OUTSIDE, IT'S A SLIDER, AND INSIDE, A SHOOT
BUT THOSE TWO BALLS ARE JUST BAIT.
FLING
Paapapapa

YOUR PLANS ARE OBVIOUS TO ME
WHEN YOU USE THIS PITCHER,
NO MATTER HOW FAR BACK YOU TRY TO HIDE,
Paapapapa
pat
pat

IF IT'S A CURVE, I CAN GET BEHIND IT IMMEDIATELY.
GRIP
Lift

sfx swoosh
OUTSIDE, A SLIDER!
sfx twist
sfx clang
INSIDE, A SHOOT!

WHAP
CENTER RIGHT!
DOUBLE!
NO OUTS! INFIELDERS, WATCH FOR A HIT! PROTECT HOME!
FIRST AND THIRD, WATCH FOR A SQUEEZE!
NO OUTS, RUNNERS ON FIRST AND THIRD!
BATTING SECOND, THIRD BASEMAN, ISHIGAWA-KUN
READY!
DON

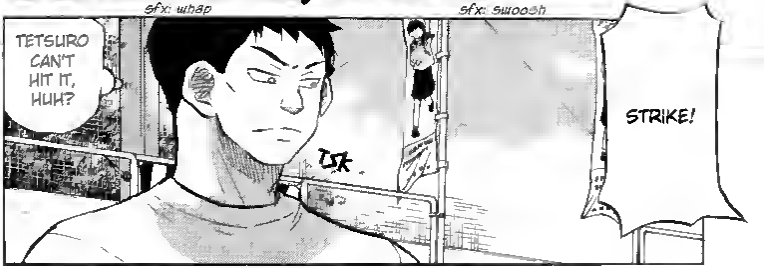
TWO CONSECUTIVE HITS!
PA-
PA-
DON
HAVE THEY REALLY READ MY LEAD IN FIVE MINUTES?!
NO OUTS, RUNNERS ON FIRST AND THIRD, AND THEIR SECOND HITTER IS SKILLED AT BUNTING
NOW, WILL THEY PLAY IT SAFE?
OR DO SOMETHING RECKLESS?
I'M COUNTING ON YOU, TETSURO!
pappa tada
pa pa pa
DON
I DON'T WANT TO
GIVE UP ANY MORE RUNS
papappa
papappa
pappa tada
pappa tada
WAAAAH!
122m
THE ONLY THING I CAN DO
IS TO PITCH AS ABE-KUN TELLS ME
NOD

BAM
HSOOOSH
1
STRIKE!
sfx: whap
sfx: twist
NOW THAT TETSURO'S UP,
THERE'S NO WAY A SQUEEZE DOESN'T COME TO MIND
IT WENT IN, HUH?
GOOD! 0-1!
pa pa paa
clench
pa pa paa

SO WE NEED TO WATCH OUT FOR A SQUEEZE ON THE SECOND PITCH.
WE STILL HAVE SOME ROOM IN THE COUNT AT 0-1,
hit
You can't
UMP! PL TB 2
WHAT BOTHERS ME THOUGH,
pap
IS THAT THEIR PITCHER DOESN'T SEEM SHAKEN UP.
Second one call!
BUT IF IT GOES TO 0-2, HE'S OURS.
pat
DON'T GET SCARED!
pat
pat
sfx. trumpets
Statice Shine
nod

sfx: whap

sfx: swoosh



CREEP
Pa
pa Ra pa Ra
TWIST
SFX: Pa Pa Pa!
I CAN GO!
SFX: "DASH"
GLANCE
GLANCE
If you can't hit it...
TWIST
THE RUNNER ON FIRST'S GOING!
SWOOSH

CURVE
COMING IN!
CURVE
fing
I CAN'T POP IT UP!
THE RUNNER'S GOING
YES!
CLUNK

jump
BAM
Pap
SPIN
FLING
FIRST!
WOW!
YES, WE DID IT!
OUT!
Whap

YANO!
BRING THE RUNNER HOME!
SO IT'S ONE OUT, RUNNERS ON SECOND AND THIRD...
PAPAPAPA
TETSURO!
PAPARARA
PAPARARA
PAPPA
UNIFORM NUMBER 4
BATTING THIRD, SECOND BASEMAN, YANO-KUN
PAPARARA
PAPPA
PAPARARA
PAPARARA
READY!!
IF HE SENDS ONE INTO THE OUTFIELD, IT'LL BRING IN A RUN
IT'S ONLY ONE OUT...

IF YOU SLIP UP, BOTH RUNNERS WILL COME HOME.
CONCENTRATE ON THE BATTER.
pa
paaa
pappa
paapa
Pat
Oi!
IF IT'S AN OUTFIELD FLY, THEY'LL SCORE A RUN
WE SHOWED HIM THE CURVE AND THE SLIDER.
HE HIT THE SHOOT
paapa
WE CAN'T HOLD HIM BACK WITH ANYTHING OTHER THAN THE "FASTBALL"
IT DOESN'T MATTER WHAT COMES
Oi!
I CAN THROW ANYTHING!
IF ABE-KUN GIVES ME THE SIGN,
paapa

Pa
Papapa
glance
glance
TWIST
Papapapa
TO GIVE YOUR SINKER A BIT OF LIFE, LET'S THROW A BALL
pat
pat
LET'S GET THAT RUN BACK!
4th pickoff!
IF IT'S A GOOD HIT, I'M GOING FOR HOME
No pickoff!
GRIP
SWOO
SH
THROW THE...

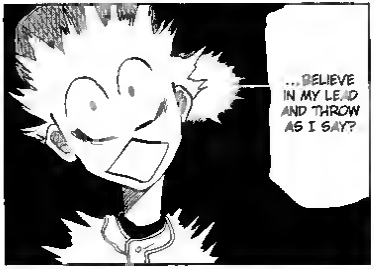
"FAST-BALL".
sfx fling
IS IT A FASTBALL?!
THIS
ZOOM
IS...
SWOOSH

sfx clang
sfx bam
pap
HE HIT A FLY!
GO!

!
In the
Fields
of green
...
Pad
pappapa
Paaa
THE FIFTH RUN!
WAAH!
...
this
MIHASHI
AH!
shining
I DON'T WANT TO BLAME ABE-KUN
BUT EVEN THOUGH WE GOT A RUN
AND
light

MIHASHI,
CAN YOU STILL...

...
Nish
learning


...BELIEVE IN MY LEAD AND THROW AS I SAY?

I CAN!

HOW COULD I PROJECT MY WORRIES ONTO MIHASHI.
I MUST BE AN IDIOT...

I...
CAN
THROW AS YOU SAY.
...

GET A GRIP!
Nishiura
I...
WAS SUPPOSED TO BE ABLE TO USE HIM BETTER!
RIGHT!
I'M COUNTING ON YOU TO THROW GOOD PITCHES!
YEAH!

BATTING FOURTH, CENTER-FIELDER WADA-KUN
UNIFORM NUMBER 8
RIGHT, THEN
LET'S KEEP THE BALL ROLLING!
HIT IT!
1B
HIT IT!
MA!
KO!
TO!
SAYAMA
Paaaa
papaapa

omake

Seen this way, at a glance, it's so complicated it's almost a joke, but this is because there's a rule prohibiting pitching a ball when your fingers are covered in spit (spitball) so that's why it's "out of line"

8-02 (A) (C) OUT OF LINE

BEFORE THE START OF THE GAME ON A DAY WHEN THE WEATHER IS COLD, IF BOTH TEAMS' COACHES AGREE, THE UMPIRE IS ALLOWED TO CHECK THE HANDS OF PITCHERS WHO HAVE BREATHED ON THEIR HANDS TO WARM THEM UP.

...this kind of thing.

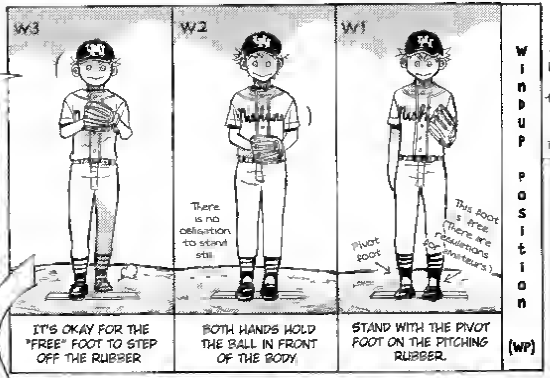
Another example is...

8-01 (B) SET POSITION

WHEN THE PITCHER IS FACING THE BATTER, THE PIVOT FOOT IS TOUCHING THE PITCHING RUBBER AND THE OTHER FOOT IS IN FRONT OF IT THE BALL IS HELD WITH BOTH HANDS IN FRONT OF THE BODY. WHEN THE BODY IS PERFECTLY STILL, THIS IS REGARDED AS THE SET POSITION

Hello! This time is about the rules for pitchers. The rules are even more detailed. For example...

In W3, some people also swing the arm back. The swinging is called "windup" but this is no relation to the position's name



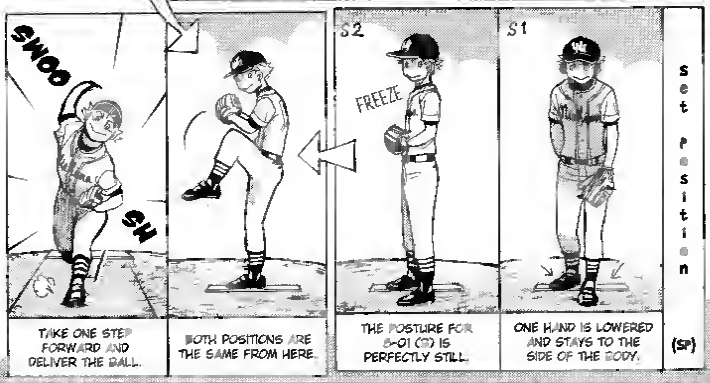
IT'S OKAY FOR THE "FREE" FOOT TO STEP OFF THE RUBBER

BOTH HANDS HOLD THE BALL IN FRONT OF THE BODY.

STAND WITH THE PIVOT FOOT ON THE PITCHING RUBBER.

Okay, so there are two postures for throwing the ball

Diagram: the pitcher is a right handed pitcher



TAKE ONE STEP FORWARD AND DELIVER THE BALL.

BOTH POSITIONS ARE THE SAME FROM HERE.

THE POSTURE FOR 8-01 (C) IS PERFECTLY STILL.

ONE HAND IS LOWERED AND STAYS TO THE SIDE OF THE BODY.

If I explain the details

O FROM THE PREVIOUS DIAGRAMS IT'S OKAY TO ATTEMPT A PICKOFF FROM W1, S1 AND S2. BUT W2 AND W3 ARE IN VIOLATION OF THE RULES

O IN THE CASE OF THROWING FROM W1 THE PIVOT FOOT LEAVES THE PITCHING RUBBER ONCE IF YOU DON'T ADOPT A PITCHING POSITION, YOU'RE NOT ALLOWED TO ATTEMPT PICKOFFS

O AFTER W2, "ANY NATURAL MOVEMENT ASSOCIATED WITH HIS DELIVERY OF THE BALL TO THE BATTER COMMITS HIM TO THE PITCH WITHOUT INTERRUPTION OR ALTERATION " FOR ~-8-01 (A) (D)~, IT'S ALSO NOT ALLOWED FOR THE FOOT TO LEAVE THE RUBBER

In W1 where both hands are not set in front of the body if the pitcher receives pitching signs but doesn't move toward a pitching position it won't become W2.

Whilst a runner is on base almost all pitchers throw from SP simply because it's easier to make a check throw from SP

There are also people who usually throw from SP. It's said that the smaller body movements reduce the strain on the body and it's easier to control the ball.

In the second half of the game against Tosei, Mihashi was throwing from SP to conserve his strength.

"Out of line" There are also those who throw like Takenouchi, Volume 12, page 140.

Normally, WP is said to be the easiest way to throw fastballs. If there isn't a runner on base, most pitchers throw from WP

<SP>

FREEZE

There are also detailed rules for throwing pickoffs. I'll try to explain only the main points

Toward Second

FLING

SPIN

Toward Third

FLING

A feint towards second or third is okay.

Check throw to first

SPIN

FLING

A "feint" is not allowed

Take a step in the direction of the base you want to throw to and throw the ball

Snap throws (without taking a step) for a pickoff is against the rules.

Stepping to the front (towards the batter), or at a confusing angle is against the rules.

If the pivot foot accidentally leaves the rubber, this cancels out the pitching position and the following state exists

For bases one to three
o You can throw anywhere.
oYou can feint anywhere

<cancelled>

<Pitching Position>

Snap throws also okay

But now you can't throw to the batter

Other than these, there are LOTS of REALLY complicated rules, but I'll explain those some other time

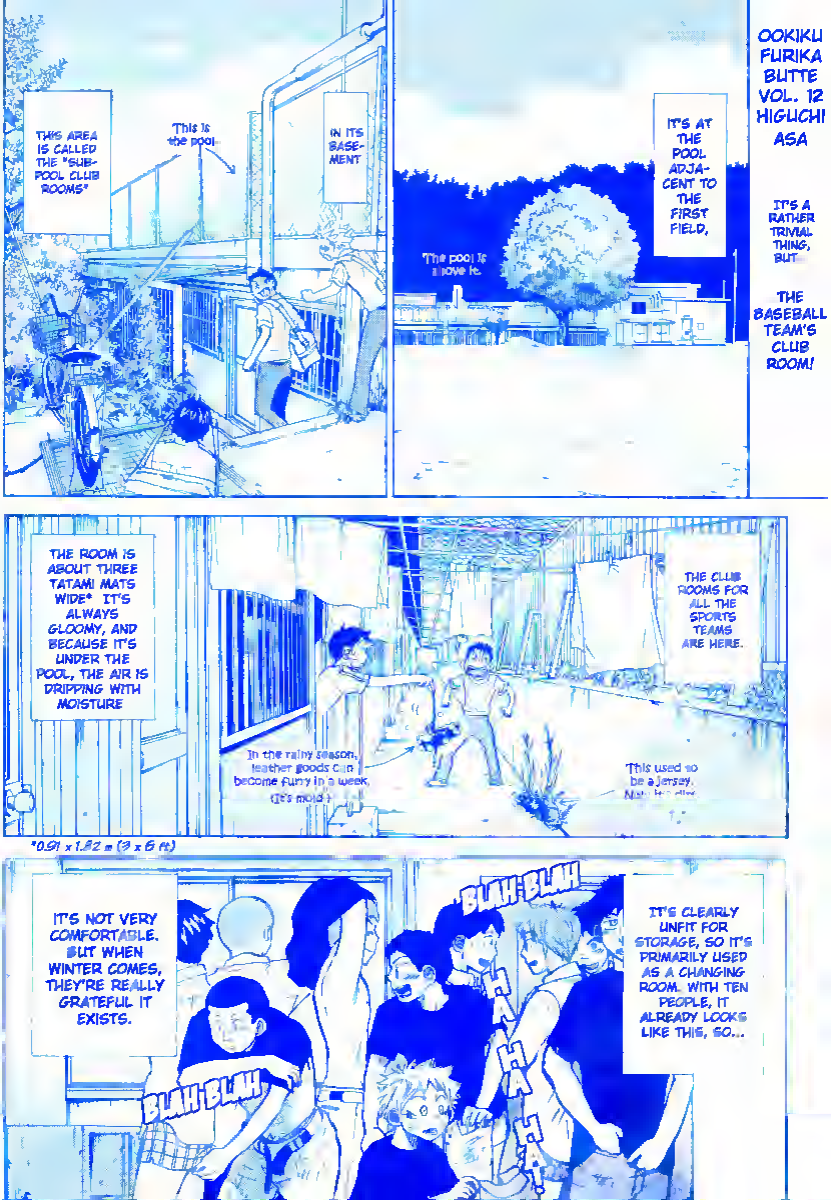
GO!

VOLUME 13

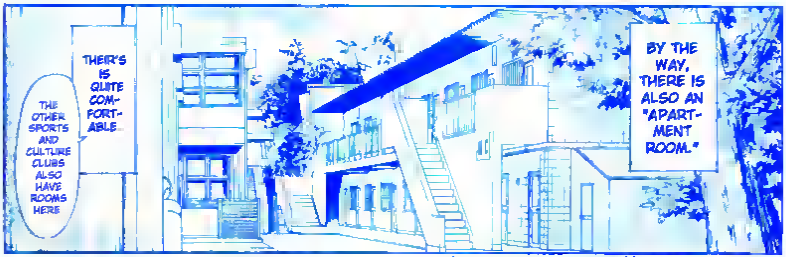
Source: http://mlb.mlb.com/mlb/official_info/official_rules/pitcher_8.jsp

VOLUME 13 PREVIEW
THE HEAD SHAKING IS WORKING WELL.
AND FOR THE CLEANUP HITTER.
I HAD MIHASHI SHAKE HIS HEAD BEFORE THE FIRST PITCH.
SO, YOU...
...HAVE A SIGN FOR HIM TO SHAKE HIS HEAD?
!
HAD HIM SHAKE HIS HEAD?
BUT COULD A STORM BE BREWING?

THEIR AT BATS...
BUT...
...ARE GOING WELL!
NISHIURA'S COUNTERATTACK BEGINS! LOOK FORWARD TO IT IN VOLUME 13!


OOKIKU FURIKA BUTTE VOL. 12 HIGUCHI ASA
THIS AREA IS CALLED THE "SUB-POOL CLUB ROOMS"
This is the pool
IN ITS BASEMENT
IT'S AT THE POOL ADJACENT TO THE FIRST FIELD.
The pool is above it.
IT'S A RATHER TRIVIAL THING, BUT...
THE BASEBALL TEAM'S CLUB ROOM!
THE ROOM IS ABOUT THREE TATAMI MATS WIDE* IT'S ALWAYS GLOOMY, AND BECAUSE IT'S UNDER THE POOL, THE AIR IS DRIPPING WITH MOISTURE
THE CLUB ROOMS FOR ALL THE SPORTS TEAMS ARE HERE.
In the rainy season, leather goods can become furry in a week. (It's mold.)
This used to be a Jersey. Nice to see you.
*0.91 x 1.82 m (3 x 6 ft)
IT'S NOT VERY COMFORTABLE. BUT WHEN WINTER COMES, THEY'RE REALLY GRATEFUL IT EXISTS.
BLAH-BLAH
BLAH-BLAH
HAHAHA
IT'S CLEARLY UNFIT FOR STORAGE, SO IT'S PRIMARILY USED AS A CHANGING ROOM. WITH TEN PEOPLE, IT ALREADY LOOKS LIKE THIS, SO...

MIHASHI'S GROUP IS LUCKY. THEY CAN ALL USE IT.
In the beginning, she was very careful about not entering while people were undressing, but now the manager doesn't worry about it.
Excuse me.
knock knock
OH, COME IN.
click
IF THE NUMBER OF MEMBERS INCREASES, ONLY THE MOST ELITE OF UPPERCLASSMEN WILL BE ALLOWED TO USE IT.


THE OTHER SPORTS AND CULTURE CLUBS ALSO HAVE ROOMS HERE
THEIR'S IS QUITE COMFORTABLE.
BY THE WAY, THERE IS ALSO AN "APARTMENT ROOM."

364 can be read as mi-ha-shi 871 can be read as ha-na-i